25

Access DB# 94068

SEARCH REQUEST FORM
Scientific and Technical Information Center

Requester's Full Name: M. Good-Johnson Examiner # : 74404 Date: 5/14/03
Art Unit: 2672   Phone Number 30 5 - 3939   Serial Number: 09/653,286
Mail Box and Bldg/Room Location: PK26A24   Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.
****

Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: _____

Inventors (please provide full names): _____
_____

Earliest Priority Filing Date: 9-02-1999

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

Display messages on screen
with color, for a video game.
Words with the same type
same color (words that would
indicate a place, one color,
a person, another color, etc.)

[hints cheats sheets cheats
   clues]

Color coded types
based on information

05-15-93 A07:30 IN

****

STAFF USE ONLY

Searcher: Pamela Reynolds
Searcher Phone #: 306-0255
Searcher Location: PK2 3C03
Date Searcher Picked Up: 5-15-03 1:04pm
Date Completed: 5-15-03
Searcher Prep & Review Time: 132
Clerical Prep Time: _____
Online Time: 108

Type of Search	
NA Sequence (#)	
AA Sequence (#)	
Structure (#)	
Bibliographic	✓
Litigation	
Fulltext	✓
Patent Family	
Other	

Vendors and cost where applicable	
STN	
Dialog	✓
Questel/Orbit	
Dr.Link	
Lexis/Nexis	
Sequence Systems	
WWW/Internet	✓
Other (specify)	

PTO-1590 (8-01)

File 256:SoftBase:Reviews,Companies&Prods. 82-2003/Apr
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Set	Items	Description
S1	550	(VIDEO OR COMPUTER OR ELECTRONIC)(3N)(GAME? OR GAMING OR E-NTERTAINMENT)
S2	357	ROLE()PLAYING OR SHOOTING OR FIGHTING
S3	480	(COLOUR? OR COLOR?) AND (CODED OR HIGHLIGHT?)
S4	16266	MESSAGES OR DESCRIPTION? OR TEXT OR CHARACTER()STRINGS OR - FONTS OR TYPE
S5	3031	(INDICAT? OR REPRESENT? OR ASSOCIAT?) AND (PERSON? OR CHAR-ACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? - OR OBJECTS OR MONSTER?)
S6	257	S3 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL?)
S7	3304	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS - OR CHEETS (CHEAT OR CHEET)(3N)SHEETS
S8	0	DISPLAY()(COLOR OR COLOUR)()INFORMATION().TABLE
S9	1	S1 AND S2 AND S3
S10	1	S1 AND S3 AND S4
S11	17	S3 AND S5
S12	1	S9 NOT S10
S13	1	S10 NOT S9
S14	9	S11 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S15	9	S14 NOT (S9 OR S10)
S16	37	(S7 OR CLUES) AND S1
S17	1	S16 AND S3
S18	1	S17 NOT (S9 OR S10 OR S11)
S19	7	S11 NOT (S9 OR S10 OR S14 OR S17)
S20	9	S16 AND S4
S21	9	S20 NOT (S9 OR S10 OR S14 OR S17)

13/3,K/1
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00093375   DOCUMENT TYPE: Review

PRODUCT NAMES: **Strata StudioPro** **(487325); StudioPro Blitz** **(584657);**
Adobe Photoshop **(213756); Adobe Illustrator** **(017036)**

TITLE: **Carving 3-D Bullet Holes**
AUTHOR: Adams, Robert
SOURCE: Step-By-Step Electronic Design,   v8 n5 p8(2) May 1996
ISSN: 1055-2774

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20021024

...Systems' Photoshop and Illustrator and Strata StudioPro/Blitz to design
a heading for the Arts & **Entertainment** channel's home **video** series,
'The Mob.' The graphics firm specializes in packaging, corporate identity,
promotions, brochures, signage, display...
...following topics are covered: using 3D extrusion to transform roughened
circles into bullet holes; modifying **color** in **highlights** , shadows, and
midtowns; working with negative spaces; converting **type** to outlines in
Illustrator; using Blitz for 3D art work; altering the light from ambient
...

...Effects, Reflected, and Room Reflected; using Raytracing to create
near-photographic image q

12/3,K/1
DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.

00101641   DOCUMENT TYPE: Review

PRODUCT NAMES: Motion Editor   (663018); N World   (651761); Motion Transform   (664979)

TITLE: Buying Motion
AUTHOR: Vincenzi, Lisa
SOURCE: Computer Graphics World,   v20 n4 p51(5) Apr 1997
ISSN: 0271-4159
HOMEPAGE: http://www.cgw.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020630

...Editor, Nichimen's N World, and MediaLab's Clovis PA and Character Link
are products **highlighted** in a discussion of increased access to motion
capture via motion capture service bureaus. All...
...to $1,000 per day after 20 hours. ElektraShock charges $2,000 per day
for **shooting** , which pays for about 30 to 40 moves. Users should also
assess the company's...

...proportions of models. MediaLab uses Clovis PA animation software to
control lighting, virtual camera angles, **color** textures, soundtrack
synchronization, and background integration. Character Link software is
under development to create characters...

DESCRIPTORS: Animation; Digital **Video** ; **Entertainment** Industry;
    Graphics Tools; Image Processing; Motion Capture
?

15/3,K/1

01786764   DOCUMENT TYPE: Product

PRODUCT NAME: AgentView II (786764)

Centergistic Solutions (612413)
2045 W Orangewood Ave
Orange, CA 92868-1944 United States
TELEPHONE: (714) 935-9000

RECORD TYPE: Directory

CONTACT: Sales Department

REVISION DATE: 20000802

...send messages to all desktops on the system. Features of AgentView II
include rapid information **display** , smart statistics such as performance
indicators , automated messaging functions, user-set alarm thresholds for
conditions such as high call volumes, and **color - coded** messages. Users
can collect data from local and remote **locations** ; information from
multiple **locations** can be combined to create a 'big picture' of a
company's operations.

15/3,K/2

00141576   DOCUMENT TYPE: Review

PRODUCT NAMES: Readiris Pro 7   (041564)

TITLE: Readiris Pro 7: Inexpensive and Inaccurate OCR Application Fails...
AUTHOR: Breen, Christopher
SOURCE: Macworld,   v19 n10 p37(1) Oct 2002
ISSN: 0741-8647
HOMEPAGE: http://www.macworld.com

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: C

REVISION DATE: 20021230

IRIS's Readiris Pro 7 is an easy-to-use optical **character** recognition
(OCR) application, but it is still not as accurate as the OCR leader for...

...much progress the program's spell checker has made in a document. The
Dictionary window **displays** text around a questionable **character** , but
does not **indicate** how much more text needs to be checked. OmniPage, on
the other hand, **highlights** the area being checked in an overview of the
document. The program also had difficulty in processing a **colored** table,
and it questioned each bar in a graph as if it were a **character** .

15/3,K/3

00140110   DOCUMENT TYPE: Review

**PRODUCT NAMES: DVD Creator   (697125); Scenarist   (697133); DVDit!
(710695)**

TITLE: **web+DVD=the ELEMENTS of education?**
AUTHOR: Misek, Maria
SOURCE: eMedia,   v15 n5   p22(2) May 2002
ISSN: 1525-4658
HOMEPAGE: http://www.onlineinc.com/emedia

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030130

Sonic Solutions' DVD Creator, Scenarist, and DVDit! are **highlighted**   in
this discussion of the Physical Chemistry in Practice WebDVD project
underway at the Auraria Media Center (AMC) at the Metropolitan State
College of Denver (MSCD) in **Colorado** . The AMC provides a wide range of
media services and consulting services. The Project was...

...real lab research that uses concepts being taught in class. Peggy
O-Neill Jones, an **associate** profession of technical communications at
MSCD, is the director of DVD.learn, the official training...

...Scenarist, Fusion and DVIDit! authoring tools and for InterActual
Technologies' Web Connected DVDE software and **player** . Gabriela Weaver, an
 associate professor of chemistry at Purdue University, was developing a
prototype funded by the National Science...

...also funded by NSF. Weaver says the WebDVD video/animations section will
be taped on- **location** at several research sites in the world, to **show**
off research being conducted by the leading scientists and engineers in the
field. WebDVD, says...

 15/3,K/4

00139825   DOCUMENT TYPE: Review

PRODUCT NAMES: Mapping   (830214); Business Graphics   (830212)

TITLE: **Grid-Based Mapping Identifies Customer Pockets and Territories**
AUTHOR: Berry, Joseph K
SOURCE: GeoWorld,   v15 n5   p22(2) May 2002
ISSN: 0897-5507
HOMEPAGE: http://www.geoplace.com/gw/

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020930

A discussion is provided of methods for **characterizing** customers' spatial patterns in geocoding based on customer addresses, a feature of most desktop mapping...

...relationships in the patterns can be very helpful in making good business decisions, but the **viewing** approach is highly subjective. Grid-based map analysis tools can, however, objectively evaluate spatial patterns. Customers are **represented** in an example as red dots, while point-density analysis is performed as a quantitative investigation. Users can **view** spikes on a map that identify more customer tallies, and from this **viewpoint** , the eye relates larger bumps on the map to more customer concentrations. Another map surface shown summarizes the number of customers in the vicinity of each map **location** , and a process is shown that identifies pockets of unusually high customer density. The mean...

...histogram shows the cutoff used, which is more than one standard deviation above the mean. **Color - coded** peaks shown on a surface map spatially locate such areas, which are transferred to a desktop mapping system. Also shown in **color** is the general pattern of customers and partitioning of the pattern into spatially balanced groups.

 15/3,K/5
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00137995   DOCUMENT TYPE: Review

PRODUCT NAMES: Visual **Net** (046256

TITLE: **A renaissance man in these Internet times branches out once again**
AUTHOR: Conrath, Chris
SOURCE: Computerworld Canada,   v18 n5 p6(1) Mar 8, 2002
ISSN: 1484-9089
HOMEPAGE: http://www.lti.on.ca

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020730

PRODUCT NAMES: Visual **Net**...

...the co-author of the XML, is the founder of Antarcti.ca, which provides the **Visual** Net application that draws a graphical map of information. For instance, a large medical database would be seen as a series of **color - coded** rectangle with an index on the side. The size of the rectangle **indicates** the quantity of datasets in each category. **Visual** Net is available for testing at map.net. Bray says he did not see any reason that only **personal** data should be **visual0** , while shared data was kept in query and response mode. Bray was also a co...

 15/3,K/6
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00121754   DOCUMENT TYPE: Review

PRODUCT NAMES: AccuRender (484806); Merlin 3D (787922); DesignStudio
(787914); trueSpace 4 (502111); Lightscape (595004)

TITLE: CAD Rendering Options: Third-party rendering options for CAD and...
AUTHOR: Grummon, Ann D
SOURCE: Desktop Engineering Magazine,   v5 n4 p12(5) Dec 1999
ISSN: 1085-0422
HOMEPAGE: http://www.deskeng.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030130

Robert McNeel & **Associates** ' AccuRender, Digital Immersion Software's
Merlin 3D, Alias...

...Wavefront's DesignStudio, Caligari's trueSpace 4, and Discreet's
Lightscape **Visualization** System are third-party rendering options for CAD
and mechanical CAD that allow users to...

...s DesignStudio. AccuRender for Autodesk's CAD products provides accurate
indirect lighting calculation, soft shadows, **color** bleeding, and lighting
analysis tools. For realistic models, AccuRender provides raytracing for
precise reflection, refraction, shadows, and other environmental factors.
Merlin 3D provides substantial control over camera **views** , and NuGraf
provides many rendering formats, including wireframe, **color** wireframe,
hidden line, preview scanline, or full scanline/ray-trace rendering modes.
Merlin 3D speeds development with an accurate Real-Time-To-Rendering
solution so that **objects** are manipulated and moved around in high-quality
textures. DesignStudio creates photorealistic images with textures, **color**
, **highlights** , shadows, reflections, and backgrounds. trueSpace 4 has 3D
widgets and menus that streamline the interface...

COMPANY NAME: Robert McNeel & **Associates**   (

15/3,K/7
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00116787   DOCUMENT TYPE: Review

PRODUCT NAMES: **KPT effects 5 Windows 9x & NT** (436453)

TITLE: **Supercharge Your Images**
AUTHOR: Glinert, Susan
SOURCE: Computer Shopper,   v19 n4 p380(1) Apr 1999
ISSN: 0886-0556
HOMEPAGE: http://www.computershopper.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030221

...interface comprised of a central preview window, buttons for accessing

preset filter options and libraries, **color** and gradient selection panels, and memory dots for storing current layout and values. Each effect provides one or more floating minipanels to set additional options. In expanded mode, the panels **display** slider controls for incremental adjustments. The 3D lighting controls let users add and position light sources, and to **highlight** type, **color** , and brightness. An Environment panel loads images that can be reflected on an object's surface. New **coloring** modes produce feathers, snow crystals, and sharp horn patterns. Frax4D creates three dimensional sculptures of fractal space, but the filter operates by creating two-dimensional **representations** and is the least intuitive of the bunch. ShapeShifter creates beveled and texturized **objects** such as buttons and headline text. The Noise filter generates naturalistic patterns that look like...

15/3,K/8

00102479   DOCUMENT TYPE: Review

PRODUCT NAMES: Lightscape 3.0 Windows 95 & NT   (595004)

TITLE: Lightscape Visualization **System v3.0**
AUTHOR: LaFon, Ron
SOURCE: CADalyst,   v14 n6   p48(2) Jun 1997
ISSN: 0820-5450
HOMEPAGE: http://www.cadonline.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030130

TITLE: Lightscape Visualization **System v3.0**

Lightscape Technologies' Lightscape **Visualization** System 3.0 is currently the only PC-based renderer that provides radiosity rendering, but...
...are excellent and make rendering much closer to photorealism. This release, which follows one that **represented** the product's migration from the Silicon Graphics workstation market to the PC environment, marks...

...lower price. Radiosity rendering creates accurate simulations of the diffused light in a scene, allowing **colorful** **objects** to flood muted, **colored** light into the environment and onto other **objects** to create an understated, gradiated lighting effect with soft shadows. Ray tracing traces the path of light in a scene and is the best solution for producing specular **highlights** and reflections. Lightscape uses both radiosity and ray tracing to generate astoundingly realistic renderings and animations. Performance on- **screen** is about double that of Lightscape 2.0, and better memory use allows Lightscape 3...

15/3,K/9

00076918   DOCUMENT TYPE: Review

PRODUCT NAMES: Microsoft Visual **Basic for Applications (VBA)** (559466);
Microsoft Object Linking & Embedding (OLE) (387321

TITLE: **OLE Makes a Most Excellent Mapping Program**
AUTHOR: Leonhard, Woody Chen, Vincent
SOURCE: PC/Computing, v8 n4 p188(3) Apr 1995
ISSN: 0899-1847

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20001130

PRODUCT NAMES: Microsoft Visual **Basic for Applications (VBA...**

Visual Basic for Applications (VBA), a universal macro language
ostensibly supporting all Windows applications, appears to...

...called Mapper, uses OLE Auto to allow Excel control of Visio; the output
is a **color** **coded** map of the U.S. with **colors** that **represent** sales
numbers.

DESCRIPTORS: Distributed **Objects** ; IBM PC & Compatibles; Program
    Development; **Visual** Basic; Windows
?

18/3,K/1
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00137958   DOCUMENT TYPE: Review

**PRODUCT NAMES: MacOS X   (053929); Studio Artist 2   (780812); Media 100i 8
(047481)**

TITLE: MacWorld Rides Again: Innovations in OS X and a flight of new OS...
AUTHOR: Leland, Joe
SOURCE: Videography,   v27 n2 p32(3) Feb 2002
ISSN: 0363-1001
HOMEPAGE: http://www.videography.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020730

Synthetik's Studio Artist 2 and Media 100's Media 100i 8 are **highlighted**
in a discussion of the ways in which Apple Computer's Macintosh OS X and...

...made on the iMac. Steve Jobs invited Dan Gregorie of LucasFilm, an
animatics supervisor, to **explain** how 4,000 shots from the next 'Star
Wars' feature film were constructed as animatic...

...and OS 9 include the compelling Final Cut Pro 3 upgrade, which now
provides professional **color** correction, software video scopes, G4
real-time effects, a Boris titler (Calligraphy), and a rough...

DESCRIPTORS: Apple Macintosh; Digital **Video ;   Entertainment** Industry;
    Graphics Tools; Hardware Selection; MacOS X
?

19/3,K/1

00134167   DOCUMENT TYPE: Review

PRODUCT NAMES: WebNM   (015768)

TITLE: Toolkits vs frameworks for network management
AUTHOR: Zwers, Joe
SOURCE: Serverworld,   v15 n8 p16(2) Aug 2001
ISSN: 1091-4986
HOMEPAGE: http://www.serverworldmagazine.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020630

...FSIS). The FSIS did not have the resources to run a framework such as
Computer **Associates** International's (CA's) Unicenter, but WebNM, a
toolkit, says spokesperson Kevin Schulke, 'is able...

...administration, desktop administration, and software inventorying.
Historical data are also tracked and graphed, and a **color - coded** map is
provided that **represents** the network. A framework system requires a year
or more to configure and deploy, WebNM...

...3,000, including licensing, customization, and installation. Frameworks
provide large network administrators with a central **location** from which
to monitor and control systems, and they provide many features not found in
...

 19/3,K/2

00130366   DOCUMENT TYPE: Review

PRODUCT NAMES: Microsoft Streets & Trips 2001   (677302)

TITLE: Six Million Miles of Roads on a Disc: With Microsoft Streets &...
AUTHOR: Pack, Thomas
SOURCE: Link-Up,   v18 n3 p6(1) May/Jun 2001
ISSN: 0734-988X
HOMEPAGE: http://www.infotoday.com

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: A

REVISION DATE: 20030330

...on a disc,' makes it easier than ever to plan a route from any one
place in North America to any other. It gets excellent grades overall.
This release has new...

...convention centers, gas stations, rest areas, retailers, campgrounds,

and freeway exists. Users can annotate and **personalize** maps with graphical pushpins that mark **places** or **represent** imported data. Other tools with which the map can be annotated are a Drawing Toolbar that allows travelers to add callouts, shapes, **colors** , and notes; a **Highlighter** ; a Distance Tool; and an Optimized Routing feature that automatically re-orders stops for the...

19/3,K/3
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00122321   DOCUMENT TYPE: Review

PRODUCT NAMES: Field Trip to Yesterday (790184)

TITLE: Software: focus on video and DVD
AUTHOR: Schneider, Jim
SOURCE: THE Journal,   v27 n6   p72(3) Jan 2000
ISSN: 0192-592X
HOMEPAGE: http://www.thejournal.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20010630

Disney Educational Productions' Summer of the Monkeys, Hawkhill **Associates** ' Human Genome Project, Sunburst's A Field Trip to Yesterday, and Goldhil's Trinity & Beyond: The Atomic Bomb Movie and WWII In **Color** are among **highlighted** video and DVD products useful in interactive classroom learning environments. Summer of the Monkeys has...
...to accompany video features activities that help students develop writing skills, pinpoint story elements, analyze **characters** , and explore writing techniques, including foreshadowing. The Human Genome Project, which is for high school...

19/3,K/4
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00111442   DOCUMENT TYPE: Review

PRODUCT NAMES: SecureWin   (706337); Cookie Pal 1.2   (723371); Spam Buster 1.4   (722171); PGP for Personal **Privacy   (674567); SecurPC 2.0   (546232**

TITLE: The Defenders: The best cookie killers, spam stoppers, e-mail encr...
AUTHOR: Gibbs, Mark Lasky, Michael S
SOURCE: PC World,   v16 n9   p140(10) Sep 1998
ISSN: 0737-8939
HOMEPAGE: http://www.pcworld.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20030330

...PRODUCT NAMES: 722171); PGP for Personal **Privacy**...

...Kookaburra Software's Cookie Pal 1.2, Contact Plus's Spam Buster 1.4,
Network **Associates** ' PGP for **Personal** Privacy, and Security Dynamics'
SecurPC 2.0 are among many **highlighted** products intended to defend a PC
from cookies and spam. Many security utilities do not...

...SecureWin, with its support for encryption and many other features,
passed all tests with flying **colors** . For e-mail encryption, PGP for
Personal Privacy performed best of the four products tested. Anonymous
Cookie is free, and allows the Internet Explorer browser to refuse cookies
from advertisers. Among other cookie-cutters **highlighted** are Cookie
Crusher 1.6, IEclean 4.2, and Buzof 1.4.4. Spam assassins...

...well. All the encryption packages described provide at least 40-bit
encryption, but PGP for **Personal** Privacy scrambles e-mail with keys up to
4096 bits long, a level of difficulty...

...COMPANY NAME: 510891); Network **Associates** Inc...

 19/3,K/5
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00106409   DOCUMENT TYPE: Review

PRODUCT NAMES: **America Online 4.0 Beta**   (281565)

TITLE: **AOL 4.0: By George, They've Almost Got It!**
AUTHOR: Crowe, Elizabeth P
SOURCE: Computer Currents,   v15 n23 p28(1) Nov 25, 1997
ISSN: 8756-0046

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: A

REVISION DATE: 20010430

...for Windows 95, 3.1, and the Macintosh. Testing of a 4.0 beta release
indicates that the new software is easier to use, with a redesigned
toolbar and more customization...

...create a connection profile. Dial-up numbers are available; several
numbers are provided under each **location** . The toolbar is now **color –
coded** according to function, with multiple buttons for mail, including My
Files and the familiar Go To list. Surfing is available with another **color
– coded** button, while the People section is green. A purple section lists
stock quotes, AOL Exclusive...

 19/3,K/6
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00103823   DOCUMENT TYPE: Review

PRODUCT NAMES: **WordPerfect for the Macintosh**   (016215); **Microsoft Word for**

Apple Macintosh   (732231); MacOS   (701424)

TITLE: Going Against the Grain: Small firm converts to Macintoshes and...
AUTHOR: Saraceno, David A
SOURCE: Law Office Computing,   v7 n4 p89(3) Aug/Sep 1997
ISSN: 1055-128X

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20010430

...s WordPerfect for the Macintosh and Microsoft's Microsoft Word for Apple
Macintosh are products **highlighted** in a discussion of the computing
configuration used by Dennis Conner, a **personal** injury attorney in Great
Falls, Montana. Conner purchased two PowerPC 6100s, a PowerBook 520c
laptop, a 6100 dedicated server, Apple 15- and 17-inch **color** monitors, an
Apple 630 LaserWriter Pro EtherNet printer, an HP **color** ink-jet printer,
network connectors, and an HP IIC scanner with an automatic document feeder
...

...folder was called clients, and inside the folder, a folder for each
client currently being **represented** is provided. In each client's folder
are documents created for the client, including correspondence...

·19/3,K/7
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00100650   DOCUMENT TYPE: Review

PRODUCT NAMES: **Macromedia HomeSite 2.5**   (655571)

TITLE: **Web pros will like HomeSite's power**
AUTHOR: Dugan, Sean
SOURCE: InfoWorld,   v19 n19 p68A(2) May 12, 1997
ISSN: 0199-6649
HOMEPAGE: http://www.infoworld.com

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: B

REVISION DATE: 20020923

...quasi-WYSIWYG editing environment, because users can preview Web pages,
and drag-and-drop image **placement** is supported. Many wizards are
provided, but HomeSite is basically a tool for those willing...

...button brings up a wizard for laying out overall page parameters,
including background and hyperlink **colors** or background images. Shortcut
wizards are provided for such items as fonts, tables, stylesheets, and
frames, and they automate many of the tedious tasks **associated** with HTML.
HomeSite also has many keyboard shortcuts for formatting tags. Once users
understand HomeSite's conventions, they can keep on formatting text without
stopping except to **highlight** text. ActiveX, JavaScript, and Java applets
are well supported, and an included wizard guides the...
?

21/3,K/1

00126405   DOCUMENT TYPE: Review

PRODUCT NAMES: Musicians   (839655)

TITLE: Software Frees the Composer
AUTHOR: Eskow, Gary
SOURCE: Videography,   v25 n7   p84(3) Jul 2000
ISSN: 0363-1001
HOMEPAGE: http://www.videography.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20020630

A discussion of software-based music scoring **explains** that today's
PC-based products substantially ease the process of cue timing, which
formerly...

...the musician enters performances into the sequencer memory against a
click track. A conventional piano- **type** keyboard is generally used for
this task. Performances can then be sent out to any...

DESCRIPTORS: Digital **Video** ; **Entertainment** Industry; MIDI; Music;
    Musicians

 21/3,K/2

00117883   DOCUMENT TYPE: Review

PRODUCT NAMES: Games   (834351)

TITLE: Your Cheatin' Heart: Favorite Game Got You Stumped?...
AUTHOR: Breen, Christopher
SOURCE: Macworld,   p63(1) Jun 1999
ISSN: 0741-8647
HOMEPAGE: http://www.macworld.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 19990830

A gamer briefly **explains** some tricks for getting the most out of
expensive **computer** games . In Diablo, **gamers** can duplicate items in
the environment by dropping the item to be duplicated and walking...

...will hover, as when conventionally selected. The duplicated item's name,
however, appears in the **description** box. When the hovering item is
dropped, it becomes the item to be duplicated. Because...

21/3,K/3
DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00114755   DOCUMENT TYPE: Review

PRODUCT NAMES: Future Cop: LAPD   (737437)

TITLE: Future Cop
AUTHOR: Lee, John
SOURCE: PC Accelerator,   v2 n2 p94(1) Feb 1999
ISSN: 1521-7795
HOMEPAGE: http://www.pcxl.com

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: B

REVISION DATE: 20000330

...is useful as either a walker or hovercraft. A sexy female dispatcher,
J.J. Ryder, **guides** cops through dangerous areas. Cops fight with a choice
of 15 weapons that include rapid...

...The goal is to reach the crime lords. The other mode is Precinct
Assault, a **type** of capture-the-flag, in which cops clash with the enemy
in four L.A. districts. Multiplay is more emphasized here, where **gamers**
battle the **computer** , an AI that calls itself Sky Captain and mocks the
gamer, either alone or with...

21/3,K/4
DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00106645   DOCUMENT TYPE: Review

**PRODUCT NAMES: Slam Dunk Typing   (689556); Schoolhouse Rock: 1st & 2nd
Grade Essentials   (689548); I:Spy   (689564)**

TITLE: The Learning Arcade
AUTHOR: Abel, Amee O'Brien, Jennifer Bachman Bannan, Karen J
SOURCE: Computer Shopper,   v18 n1 p314(1) Jan 1998
ISSN: 0886-0556
HOMEPAGE: http://www.computershopper.com

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: A

REVISION DATE: 20010630

...s I:Spy are reviewed educational products suitable for use in the home.
Slam Dunk **teaches** children how to **type** in a marvelous basketball
environment that is very diverting, and the metaphor is highly successful
...
...by typing the proper keys, so that typing exercises can be fun. Any
basketball or **video**   **game** fan 10 years old or older will love Slam Dunk
Typing. Graphically and audibly exhilarating...

...lessons begin when the learner enters the stadium and receives some beginning instructions from the **coach** . The learner is sent on the court to drill, and each of seven correctly typed...

...make the learning experience more effective than that of the book. For instance, audio and **text** are used when children search for particular objects in the Nature and Chalkboard games. Schoolhouse Rock **teaches** children between six and 10 many of the same skills learned at school, using characters...

 21/3,K/5

00103006   DOCUMENT TYPE: Review

**PRODUCT NAMES: Preschool Mother Goose Windows & Macintosh   (672882);
Disney's Ready to Read with Pooh Windows & Macintosh   (672891); Mario**
Teaches **Typing 2 Windows & Macintosh   (522368**

TITLE: The Learning Arcade
AUTHOR: Abel, Amee
SOURCE: Computer Shopper,   v17 n8   p290(1) Aug 1997
ISSN: 0886-0556
HOMEPAGE: http://www.computershopper.com

RECORD TYPE: Review
REVIEW TYPE: Review
GRADE: A

REVISION DATE: 20010630

 ...**PRODUCT NAMES: 672891); Mario** Teaches   **Typing 2 Windows & Macintosh**...

...Preschool Mother Goose, Disney Interactive's Disney's Ready to Read with Pooh, and Mario **Teaches** Typing 2 are among reviewed multimedia- and CD-ROM-based educational software products designed for...

...with words. Each activity stars a character such as Pooh, Tigger, Eeyore, and others. Mario **Teaches** Typing has the jolly painter in a quandary: he has to **type** a magic spell to conquer Bowser, but he cannot **type** . In the process of learning to **type** , Mario **teaches** typing in zestful **video   games** . Progress reports are provided periodically that tell learners what keystrokes need improvement, and users with...

 21/3,K/6

00102224   DOCUMENT TYPE: Review

PRODUCT NAMES: NeoBook Professional Windows 95 & Windows NT   (528994)

**TITLE: NeoSoft Authoring Tool Allows Inexperienced Users to Create
Multime..**
AUTHOR: Staff
SOURCE: Information Today,   v14 n6   p46(1) Jun 1997

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20010730

...books, presentations, disk-distributed brochures or greeting cards, electronic portfolios and resumes, education courseware, reference **guides** , catalogs, World Wide Web content, computer-based training materials, **electronic** magazines, **games** , sales tracts, and other applications. Users create publication screens by dragging and dropping **text** , images, and other items into a blank screen page. **Text** , graphics, animation, and audio files are easy to import into the program, and popular editing applications can be linked to make changes to imported items. Users can add rules, attractive **fonts** , control buttons, animated sprites, and other items. When the interface is finished, the publication is...

 21/3,K/7
DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00092122   DOCUMENT TYPE: Review

PRODUCT NAMES: Libraries (830066); CD-ROMs (830050)

TITLE: Literature and CD-ROM: Strange Bedfellows or the Marriage of True...
AUTHOR: Griffin, J R
SOURCE: Computers in Libraries,   v16 n5 p66(5) May 1996
ISSN: 1041-7915
HOMEPAGE: http://www.infotoday.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20000830

The merging of CD-ROMs and literature gives libraries new education and **entertainment** tools, including **electronic** books like Allegro New Media's Turbobooks, Voyager's Expanded Books, and multimedia offerings such...
...World's Greatest Classic Books and Library of the Future. The last has the complete **text** of more than 1,750 works and a smart search engine for finding topics and...

...History, Women In Literature, and MegaBooks. Companion discs with background information and print version study **guides** are also available for use with a **text** . These can also be used by **teachers** . These and other CD-ROM-based literary products are recommended for the quantity of information provided and the information's integration with **text** .

 21/3,K/8
DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00077682   DOCUMENT TYPE: Review

PRODUCT NAMES: Mavis Beacon Teaches Typing (303585

TITLE: Typing Tutors Duel for Kids' Attention
AUTHOR: Patton, Phil
SOURCE: ComputerLife,   v2 n5   p63(1) May 1995
ISSN: 1076-9862
HOMEPAGE: http://www.zdnet.com/complife

RECORD TYPE: Review
REVIEW TYPE: Product Comparison
GRADE: Product Comparison, No Rating

REVISION DATE: 20010829

PRODUCT NAMES: Mavis Beacon 'Teaches Typing...

...his children his own bad experiences. The first product is based on
Mario, the mustachioed video   game character, and the second program is
Mavis Beacon Teaches Typing. Mavis wins the new father's support,
providing strong graphics-based design and sound...

...are beautifully drawn, colorful, and detailed. The exercises are good;
for example, the learner must type fast enough to keep Dizzy the dog in
the bathtub. Mario is fun for kids...

 21/3,K/9
DIALOG(R)File 256:SoftBase:Reviews,Companies&Prods.
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00072451   DOCUMENT TYPE: Review

PRODUCT NAMES: DIS (834807)

TITLE: Put Simulation on a Distributed Net
AUTHOR: Whitney, Ralph Anschuetz, Eric
SOURCE: Electronic Design,   v42 n20 pES8(6) Oct 3, 1994
ISSN: 0013-4872
HOMEPAGE: http://www.elecdesign.com

RECORD TYPE: Review
REVIEW TYPE: Product Analysis
GRADE: Product Analysis, No Rating

REVISION DATE: 20001230

Both the defense and the video - gaming industries are concerned with
networking simulation. A large base of simulators in the defense community
teaches an individual or small group about the operation of one unit of
equipment. However, more...
...for larger-scale training. DIS will allow a simulator to team-train with
any other type of simulator on a LAN or WAN. Each individual simulator
reports the actions of its...
?

? ds

Set	Items	Description
S1	12045	(VIDEO OR COMPUTER OR ELECTRONIC)(3N)(GAME? OR GAMING OR E-NTERTAINMENT)
S2	15995	ROLE()PLAYING OR SHOOTING OR·FIGHTING
S3	4607	(COLOUR? OR COLOR?) AND (CODED OR HIGHLIGHT?)
S4	3788002	MESSAGES OR DESCRIPTION? OR TEXT OR CHARACTER()STRINGS OR -FONTS OR TYPE
S5	246893	(INDICAT? OR REPRESENT? OR ASSOCIAT?) AND (PERSON? OR CHAR-ACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? -OR OBJECTS OR MONSTER?)
S6	1488	S3 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S7	201400	HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS -OR CHEETS (CHEAT OR CHEET)(3N)SHEETS OR CLUES
S8	1062607	IC=(G09G? OR G06F?)
S9	1	S1 AND S3 AND S5
S10	5	S1 AND S3 AND S4
S11	4	S10 NOT S9
S12	0	S1 AND S2 AND S3 AND S8
S13	0	S1 AND S2 AND S3
S14	486	S3 AND S5
S15	168	S14 AND S4
S16	45	S15 AND S8
S17	44	S16 NOT (S9 OR S10)
S18	33	S17 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S19	2	S18 AND TABLE?
S20	100242	IC=A63F?
S21	0	S18 AND S20
S22	36	S1 AND (COLOUR? OR COLOR?) AND (S4 OR S7) AND S5
S23	35	S22 NOT (S16 OR S9 OR S10)
S24	18	S23 AND (ONE OR SPECIFIC OR UNIQUE OR SINGLE)
S25	18	DISPLAY()(COLOR OR COLOUR)()CODE?
S26	3	S25 AND S4
S27	3	S26 NOT (S22 OR S16 OR S9 OR S10)

9/3,K/1   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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012398059   **Image available**
WPI Acc No: 1999-204166/199917
XRPX Acc No: N99-150369
  Key selection indicator **for foldable data input keyboard**
Patent Assignee: GOLDMAN A (GOLD-I)
Inventor: GOLDMAN A
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 5880712   A   19990309 US 95576482   A   19951221 199917 B

Priority Applications (No Type Date): US 95576482 A 19951221
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
US 5880712   A   10 G06F-003/023

   Key selection indicator **for foldable data input keyboard**

Abstract (Basic):
...   generated by signal generator, when user operates specific key.
   The detected signal is processed and **location** of finger tip is
   determined by a signal processor. The data related to key selection...
...   switch is activated, sound is output by an alarm (79). The
   sensors detect and decode **coded** information on the keypad (40).
   Information is stored on the keypad as magnetic strips, imprinted
   colored or metallic ink or raised tactile code e.g. braille symbols on
   the keypad. The...

...For foldable data input keyboard used for computer, calculator, cash
   register, **video   game** and musical instrument...
...Title Terms: **INDICATE ;**
?

11/3,K/1   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015035357   **Image available**
WPI Acc No: 2003-095873/200309
XRPX Acc No: N03-076043
   **Variable bit field coding method for 3D dimensional graphics in video
   games , involves assigning bit fields to code alpha or high resolution
   bits which form translucence on request and provide RGB5 or RGB4A3 to
   image component**
Patent Assignee: NINTENDO CO LTD (NINT)
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
JP 2002008053 A   20020111 JP 2001108979   A   20010406 200309 B

Priority Applications (No Type Date): US 2000585329 A 20000602
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
JP 2002008053 A   14 G06T-015/00

   **Variable bit field coding method for 3D dimensional graphics in video
   games , involves assigning bit fields to code alpha or high resolution
   bits which form translucence on...**

Abstract (Basic):
...   Bit fields are assigned to code the alpha resolution or high
   color resolution bits. The same coding bits are assigned to form
   translucence when requested else assigned...
...   Used in **video   games** , personal **computer** .
      ...

... **DESCRIPTION** OF DRAWING(S...

...The figure shows the RGB5 and RGB4A3 provided to image component by
   coded format. (Drawing includes non-English language **text**).

 11/3,K/2   (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

015028760   **Image available**
WPI Acc No: 2003-089277/200308
XRPX Acc No: N03-070325
   Multimedia data highlighting **method for watching movie in PC, involves
   performing controlled arithmetic operation upon selected color
   component values of constituent pixels of multimedia data**
Patent Assignee: OAK TECHNOLOGY INC (OAKT-N)
Inventor: CHAN T S; YI Y
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 6456292   B1   20020924 US 2000480806   A   20000110 200308 B

Priority Applications (No Type Date): US 2000480806 A 20000110
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes

US 6456292   B1   10 G09G-005/02

Multimedia data highlighting **method for watching movie in PC, involves performing controlled arithmetic operation upon selected** color **component values of constituent pixels of multimedia data**

Abstract (Basic):
...   An arithmetic operation is performed upon selected **color** component values of constituent pixels of multimedia data stream received from a DRAM, to output selectively **highlighted** multimedia data stream to a display. The arithmetic operation is controlled by a prestored **highlight** control bit.
        DETAILED **DESCRIPTION** - ...

...For creating **highlight** effects in multimedia data for watching movie or other **entertainment** programs in personal **computer** .
        ...

...original multimedia data in DRAM is not modified or copied in order to create the **highlight** effects, the memory bandwidth and area are saved
    ...

... **DESCRIPTION** OF DRAWING(S...

...The figure shows the flowchart explaining the multimedia data **highlighting** procedure
Technology Focus:
...   The **highlighted** data is encoded into a format compatible with NTSC, PAC and SECAM protocols. The range of allowable **color** component values is in accordance with ITU-R 601 Standard.
...Title Terms: **HIGHLIGHT ;**

 11/3,K/3   (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014416242   **Image available**
WPI Acc No: 2002-236945/200229
Related WPI Acc No: 2002-040837
XRPX Acc No: N02-182256
  Board game apparatus has game board with several partially overlapping ·color - coded **playing areas that have common playing space**
Patent Assignee: REESE ARCHITECT LTD P J (REES-N)
Inventor: REESE P J
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 6332613	B1	20011225	US 2000575450	A	20000522	200229	B

Priority Applications (No Type Date): US 2000575450 A 20000522
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6332613	B1		13	A63F-003/00	

  Board game apparatus has game board with several partially overlapping color - coded **playing areas that have common playing space**
Abstract (Basic):
...   28). The playing areas and the corresponding playing-pieces that track the game progress, are **color - coded** .

...   Enables computerization of the game and thus enables an
   electronic   game   to be playable through Internet...

... **DESCRIPTION** OF DRAWING(S
...Title Terms: **COLOUR ;**

 11/3,K/4   (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014341987   **Image available**
WPI Acc No: 2002-162690/200221
XRPX Acc No: N02-124076
  **Prop controlled video system has tracking circuit for controlling pitch
  and yaw by tracking position of** colored **dot relative to sphere of
  spherical prop**
Patent Assignee: LUCENT TECHNOLOGIES INC (LUCE)
Inventor: ANDERSSON R L
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 6243491   B1   20010605 US 96775482   A   19961231 200221 B

Priority Applications (No Type Date): US 96775482 A 19961231
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
US 6243491   B1   11 G06K-009/00

... **controlled video system has tracking circuit for controlling pitch and
  yaw by tracking position of** colored **dot relative to sphere of spherical
  prop**

Abstract (Basic):
...   A prop (10) consists of a uniform **colored** sphere (20) with
   indentations (22). A circular dot (30) of a different **color** is
   located on the surface of the sphere. Pitch and yaw control is provided
   by the tracking circuit (118) of **video   game** system by tracking the
   position of dot (30) relative to sphere.
        DETAILED **DESCRIPTION** - ...

...For use in control of **video   game** or virtual reality systems...

...The prop as a sphere is relatively immune to **highlighting** , and does
   not change its reflective characteristics with changes in orientation.
   The prop can be...

... **DESCRIPTION** OF DRAWING(S...

...Uniform **colored** sphere (20
?

014744805   **Image available**
WPI Acc No: 2002-565510/200260
XRAM Acc No: C02-160191
XRPX Acc No: N02-447635
  **Biomolecular expression information processing system comprises
  procedures and** tables **storing abundance datasets and hybridization data**
Patent Assignee: INCYTE PHARM INC (INCY-N)
Inventor: CHENG R J; COCKS B G; ENGLER T M; KERR J R; LASSAGNE S M; MASLYN
  T J; RAO S D; SEILHAMER J J
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 6408308	B1	20020618	US 9873045	A	19980129	200260	B
			US 9879094	A	19980323		
			US 98106607	A	19980629		

Priority Applications (No Type Date): US 98106607 A 19980629; US 9873045 P
  19980129; US 9879094 P 19980323
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6408308	B1		41	G06F-017/30	Provisional application US 9873045
					Provisional application US 9879094

  **Biomolecular expression information processing system comprises
  procedures and** tables **storing abundance datasets and hybridization data**

Abstract (Basic):
...   A biomolecular expression information processing system
  comprising procedures and **tables** that stores abundance datasets and
  hybridization data, is new.
      DETAILED **DESCRIPTION** - ...

...a) **tablet** (s) for storing normalized datasets of expression intensities
  from nucleic acid probe sequences, hybridization data...

...sample and microarray from which the normalized dataset was generated,
  information identifying a microarray technology **type** , microarray
  design information including technology data specifying global
  characteristics of each microarray instance of the microarray
  technology **type** and array element data specifying **characteristics**
  of array elements of nucleic acid probe sequences in each microarray
  instance of the microarray technology **type** ;
      (...
...b) procedures processing the normalized datasets in accordance with the
  microarray design information **associated** with each dataset, where the
  system stores technology data for multiple distinct microarray
  technology types and stores array element data for multiple microarray
  designs of a single technology **type** , is new...

...normalization procedure(s) processing the raw expression datasets in
  accordance with the microarray design information **associated** with
  each raw expression dataset, generating normalized dataset(s) from the
  raw datasets using normalization...

...storing the normalized datasets based on the raw datasets and
  procedures, and storing procedure identifiers **representing** the
  procedures generating the normalized datasets...

...The invention provides data on the specific transcripts **represented** on
the microarray and identifies the site or sites on the microarray
having probes corresponding...

...transcript. It allows a user to compare elements of the datasets both
graphically and in **tables** . It stores expression data for polypeptide
sequences that was generated by the microarrays using antibodies...
... **DESCRIPTION** OF DRAWING(S
Technology Focus:
... Preferred System: One microarray technology **type** generates a
first raw expression dataset from a single hybridization and another
microarray technology **type** generates at least two raw expression
datasets from a single hybridization. The first dataset and...

...second normalized dataset as a comparison dataset and generates a set of
expression ratio values **representing** ratios of expression intensities
in the comparison and base expression datasets...

...method. Processing biomolecular expression data further comprises
selecting expression datasets including selecting a protein function,
displaying identification information for expression datasets with
elements having the selected protein function. At least a subset of the
elements has a transcript identifier. Pseudoarrays are compared by
displaying the set of identified elements, **displayed** as a **colored**
spot with **color - coded** intensity or in a **table** showing numerical
value for the intensity.
...Title Terms: **TABLE** ;
International Patent Class (Main): **G06F-017/30**

19/3,K/2 **(Item 2 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
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013515726
WPI Acc No: 2000-687672/200067
XRAM Acc No: C00-209408
XRPX Acc No: N00-508388
Displaying **assay results, particularly high-throughput** screening
assay results, comprising presenting the results in a discrete color -
coded **format in a graphical form on a** display screen
Patent Assignee: TROPIX INC (TROP-N)
Inventor: CARLSON N; PALMER M A J
Number of Countries: 089 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200068810	A1	20001116	WO 2000US12364	A	20000505	200067	B
AU 200048244	A	20001121	AU 200048244	A	20000505	200112	

Priority Applications (No Type Date): US 99133113 P 19990507
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200068810	A1	E	183	G06F-015/00	

Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN
CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE
SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

24/3,K/1   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015196782   **Image available**
WPI Acc No: 2003-257316/200326
XRPX Acc No: N03-204196
   Instinct board and computer game **device has 128 checkered equidistant
   square spaces set uniformly around non-active square section, with
   several teams of eight independent armaments and corresponding cards**
Patent Assignee: JACKSTONBURG J (JACK-I)
Inventor: JACKSTONBURG J
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
AU 200151903	A	20021212	AU 200151903	A	20010607	200326	B

Priority Applications (No Type Date): AU 200151903 A 20010607
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
AU 200151903	A		9	A63F-003/00	

   Instinct board and computer game **device has 128 checkered equidistant
   square spaces set uniformly around non-active square section, with...**

Abstract (Basic):
...   square section. Several teams of eight independent complimentary
   armaments (A-H) of individual expression or `character` , each having
   corresponding card that governs its set choice and move, and **one**
   accordant wild card per team. Each team's armaments and corresponding
   cards possess a theme or **color** that differs mutually.
...   Instinct board and **computer** **game** device...

...As several teams of **players** are allowed to play, the interest in the
   game play is improved...

... **DESCRIPTION** OF DRAWING(S...

...The figure shows the plan views of instinct board and **computer**   **game**
   device and the **associated** armaments

 24/3,K/2   (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014942093   **Image available**
WPI Acc No: 2003-002606/200301
XRPX Acc No: N03-001958
   Snooker dice game set comprises several dices with indicia representing
   specific   color **or function for different scores**
Patent Assignee: BAINBRIDGE P G (BAIN-I)
Inventor: BAINBRIDGE P G
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
GB 2374295	A	20021016	GB 20019090	A	20010411	200301	B

Priority Applications (No Type Date): GB 20019090 A 20010411
Patent Details:

Snooker dice game set comprises several dices with indicia representing
specific   color   **or function for different scores**

Abstract (Basic):
...   A **player** selects an indicia (11) from a group of indicia
    displayed on the scoring die (Y,G,BR), blue die (B), pink die (P) and
    color die (C). The group of indicia **represents** POT, MISS, SNOOKER,
    FOUL, OUT, yellow, green, brown, blue, pink, and black for different
    scores...
          DETAILED **DESCRIPTION** - ...

...2) **Electronic** snooker **game** apparatus...

... **DESCRIPTION** OF DRAWING(S...

... **Color** die (C
...Title Terms: **REPRESENT** ;

 24/3,K/3   (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014540957   **Image available**
WPI Acc No: 2002-361660/200239
XRPX Acc No: N02-282695
  Method of enabling operator to enter several inputs, including symbols,
  to data processor assigning each switches to specific **finger of**
  operator and providing legend indicating **combination of indicia for**
  each of plurality of inputs
Patent Assignee: EHRENBURG H (EHRE-I)
Inventor: EHRENBURG H
Number of Countries: 086 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200208849	A2	20020131	WO 2001IB1534	A	20010716	200239	B
AU 200187948	A	20020205	AU 200187948	A	20010716	200241	

Priority Applications (No Type Date): US 2000621751 A 20000724
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
WO 200208849 A2 E 96 G06F-000/00
    Designated States (National): AE AG AL AU BA BB BG BR BY BZ CA CN CO CR
    CU CZ DM DZ EE GD GE HR HU ID IL IN IS JP KP KR LC LK LR LT LV MA MG MK
    MN MX NO NZ PL RO SG SI SK TT UA UZ VN YU ZA
    Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
    IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW
AU 200187948 A   G06F-000/00   Based on patent WO 200208849

... enabling operator to enter several inputs, including symbols, to data
  processor assigning each switches to specific finger of operator and
  providing legend indicating combination of indicia for each of
  plurality of inputs

Abstract (Basic):
...   which an operator can generate a number of inputs by entering
    chords, each comprising a **unique** combination of switches. A legend

indicates a combination of indicia for each of the number of inputs.
The indicia may be selected from the class consisting of **colors** and
tactile indicia, **representing** a **specific** finger of the operator.
    DETAILED **DESCRIPTION**· - ...

...In different systems for manual input for a computer, a television, a
    telephone and a **game** **computer** etc...

...Provides a simple, efficient, intuitive, accurate, and powerful manual
    input system for menu selection, **character** input, and command input,
    which requires only infrequent, effective, and efficient use of a
    pointing...

... **DESCRIPTION** OF DRAWING(S...

... **colored** keys (74,76,78,80,82,84,86,88,90,92...

...visual **representation** (94
...Title Terms: **SPECIFIC** ;

 24/3,K/4   (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014300305   **Image available**
WPI Acc No: 2002-121009/200216
Related WPI Acc No: 1996-320804; 1998-229500; 1998-582331; 1999-589333;
  2000-021921; 2000-115572; 2000-586075; 2000-671899; 2002-236222;
  2002-442195; 2002-626071
XRPX Acc No: N02-090749
   Keno ticket for playing live or electronic video **keno** games
   comprise spots arranged in matrix, each spot divided into three sections,
   each section being isometric representation **of square**
Patent Assignee: MOODY E W (MOOD-I)
Inventor: MOODY E W
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 6315291	B1	20011113	US 95495952	A	19950628	200216	B
			US 9619879	A	19960617		
			US 96755174	A	19961125		
			US 97900965	A	19970725		
			US 9883531	A	19980522		
			US 98175226	A	19981020		
			US 99244601	A	19990204		
			US 99439755	A	19991115		

Priority Applications (No Type Date): US 9619879 P 19960617; US 95495952 A
  19950628; US 96755174 A 19961125; US 97900965 A 19970725; US 9883531 A
  19980522; US 98175226 A 19981020; US 99244601 A 19990204; US 99439755 A
  19991115
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6315291	B1		9	A63F-003/06	CIP of application US 95495952
					Provisional application US 9619879
					CIP of application US 96755174
					CIP of application US 97900965
					CIP of application US 9883531
					CIP of application US 98175226

CIP of application US 99244601
CIP of patent US 5531448
CIP of patent US 5732950
CIP of patent US 5823873
CIP of patent US 6007066
CIP of patent US 6098985

Keno ticket for playing live or electronic video **keno** games **comprise spots arranged in matrix, each spot divided into three sections, each section being isometric** representation **of square**

Abstract (Basic):
...   in a matrix, with each spot divided into three sections, each section being an isomteric **representation** of a square. **One** section (1, 12, 16, 17, 25, 34, 48, 54, 57) is designated by a marking with a **color** , a second section (22, 33, 51, 59, 65, 68) designated by a second marking, and...

...27, 33, 51, 66, 73, 78) is designated by a third marking with a third **color** .
       DETAILED **DESCRIPTION** - ...

...For playing live or **electronic** **video** keno **games** .
       ...

...increase in revenue to the gaming establishment and an increase in game appeal to the **player** . The keno game is speeded up thus increasing the revenue to the gaming establishment. Additional payout opportunities is provided to the **player** thus improving appeal of the game to the **player** .
       ...

... **DESCRIPTION** OF DRAWING(S...

...The figure shows a **representative** keno ticket display usable in the method
...Title Terms: **REPRESENT** ;

 24/3,K/5   (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

013851884   **Image available**
WPI Acc No: 2001-336097/200136
Related WPI Acc No: 2003-208562
XRPX Acc No: N01-242611
   Interactive three-dimensional computer graphics system, such as home video game **system, has borderlines generated after image has been rendered into frame buffer**
Patent Assignee: NINTENDO CO LTD (NINT)
Inventor: YASUMOTO Y
Number of Countries: 030 Number of Patents: 006
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
CA 2319279	A1	20010324	CA 2319279	A	20000913	200136	B
AU 200056527	A	20010329	AU 200056527	A	20000906	200136	
BR 200004415	A	20010410	BR 20004415	A	20000925	200136	
JP 2001134779	A	20010518	JP 2000289625	A	20000922	200144	
EP 1094421	A2	20010425	EP 2000308274	A	20000921	200203	

CN 1316723   A   20011010 CN 2000128840   A   20000922 200207

Priority Applications (No Type Date): US 99468109 A 19991221; US 99155660 P
    19990924
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
CA 2319279   A1 E   61 A63F-013/00
AU 200056527   A   G06T-015/70
BR 200004415   A   G06T-015/70
JP 2001134779 A   24 G06T-015/00
EP 1094421   A2 E   35 G06T-011/20
    Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
    LI LT LU LV MC MK NL PT RO SE SI
CN 1316723   A   G06T-015/00

   Interactive three-dimensional computer graphics system, such as home
   video   game system, has borderlines generated after image has been
   rendered into frame buffer

Abstract (Basic):
...   pixels are located at silhouette or other edges of the object,
   and selectively blends border **coloration** into those pixels which are
   then displayed. Silhouette edges are located by comparing pixel depth
   ...
        DETAILED **DESCRIPTION** - ...

...control device providing user-actuated real time input. A storage medium
   stores three-dimensional data **representing** at least **one** cartoon
   character . Buffer memory storing image data is coupled to the 3D
   graphics pipeline rendering image data corresponding to the cartoon
   character . A filter coupled to the buffer memory applies a cartoon
   outlining function to the image data to automatically draw a distinct
   border line around the cartoon **character** . The graphics pipeline and
   buffer memory are disposed on a **single** semiconductor substrate, and
   filter operates on pixel data in process of writing pixel data for
   pixel **color** data. AN INDEPENDENT CLAIM is made for method of
   generating non-photo realistic visual effects...

...lines at silhouette and other edges within a 3D video graphics system
   such as home **video   game** console...

... **DESCRIPTION** OF DRAWING(S

 24/3,K/6   (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

013110548   **Image available**
WPI Acc No: 2000-282419/200024
XRPX Acc No: N00-212558
   Illuminated key pad system for data entry and remote control terminals,
   includes light source within panel for illuminating panel and window for
   allowing portion of light from light source to illuminate key pad
Patent Assignee: DECKER M R (DECK-I)
Inventor: DECKER M R
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 6040822   A   20000321 US 95502913   A   19950717 200024 B

Priority Applications (No Type Date): US 97959674 A 19971029; US 95502913 A
   19950717
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
US 6040822   A   9 G09G-005/00   CIP of application US 95502913
                                      CIP of patent US 5684513

Abstract (Basic):
...   A window allows a portion of light from the light source to
   illuminate at least one key pad (12''). Optional gate (202') is
   provided for adjusting the illumination of the key...
...   For data entry and remote control terminals such as laptop
   computers, **personal** digital assistants, palm tops, **color** and
   black-white notebooks, sub-notebooks, remote teleprompter presenter
   screen-keyboards, pagers, alpha-numeric pager-organizers, desktop
   computer, playback, facsimile machines, TVs, **video   games** , airplane
   entertainment consoles, avionic system, automotive system, navigation
   systems and musical instruments...

...As the light generated by a device **associated** with the keyboard is
   used for lighting the keyboard, the cost is reduced. Since the
   illuminated keyboard system utilizes the existing light source on the
   device **associated** with the keyboard, the illuminated keyboard system
   does not affect the power consumption of the...

... **DESCRIPTION** OF DRAWING(S

 24/3,K/7   **(Item 7 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012923962   **Image available**
WPI Acc No: 2000-095798/200008
XRPX Acc No: N00-073901
   Color **signature detection method for detecting** objects **on display
   screen in** video   game **systems**
Patent Assignee: VLSI TECHNOLOGY INC (VLSI-N)
Inventor: CHAMBERS P; EIDSON M; EVOY D R; GOFF L C
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 5995112   A   19991130 US 97879152   A   19970619 200008 B

Priority Applications (No Type Date): US 97879152 A 19970619
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
US 5995112   A   8 A63F-009/22

   Color **signature detection method for detecting** objects **on display
   screen in** video   game **systems**

Abstract (Basic):
...   an external pointer (13). The pointer then transmits detected
   signal to display controller (12) to **indicate** the object pointed on
   the screen. The controller then determines **location** of pointer
   indicated object.
       DETAILED **DESCRIPTION** - ...

...The object identification signal is a **unique** **color** signal that
   includes a set of **color** components. The signal is detected based on
   peak amplitude of each **color** components. The peak amplitude is.
   sampled and digitized...

...In **video** **game** systems...

... **DESCRIPTION** OF DRAWING(S...

... **Objects** (10A,10B

 24/3,K/8 **(Item 8 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012881283   **Image available**
WPI Acc No: 2000-053117/200004
XRPX Acc No: N00-041376
   Portable three dimensional digitization system for determining three
   dimensional profiles of objects **in computer-aided processing etc.**
Patent Assignee: METACREATIONS CORP (META-N); VIEWPOINT CORP (VIEW-N)
Inventor: ABADJEV V; AFANASSENKOV A; BERNSTEIN V; LEBEDEV A; MIGDAL A;
   PETROV M; SHELYEKHOVA V; ATANASSENKOV A; VERONIKA S
Number of Countries: 086 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 9958930	A1	19991118	WO 99US10677	A	19990514	200004	B
AU 9939917	A	19991129	AU 9939917	A	19990514	200018	
US 6549288	B1	20030415	US 9885489	P	19980514	200329	
			US 99312447	A	19990514		

Priority Applications (No Type Date): US 9885489 P 19980514; US 99312447 A
   19990514
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 9958930	A1	E	34	G01B-011/24	

   Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN
   CU CZ DE DK EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ
   LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK
   SL TJ TM TR TT UA UG UZ VN YU ZA ZW
   Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
   IE IT KE LS LU MC MW NL OA PT SD SE SL SZ UG ZW

| AU 9939917 | A | | | G01B-011/24 | Based on patent WO 9958930 |
| US 6549288 | B1 | | | G01B-011/30 | Provisional application US 9885489 |

   Portable three dimensional digitization system for determining three
   dimensional profiles of objects **in computer-aided processing etc.**

Abstract (Basic):
...   triangulation based on the approach angle of light stripes onto
   the object. The 3D coordinates **representing** 3D profile of object, are
   then determined.
         DETAILED **DESCRIPTION** - ...

...illuminate the object. The structured light pattern comprises light
   stripes of at least two different **colors** , with gradual variation in
   light intensity. The two patterns are emitted from the same apparent...
...the light source at a known position, detects a sequence of images
   containing at least **one** of structured light pattern image and uniform

illumination pattern image. The image containing structured light...

...reconstructive and plastic surgery, dentistry, internal medicine, rapid
   prototyping and also for internet based 3D **computer** **games** .
      ...

...apparent source, numerical normalization of images is enabled, which
   increases consistency in quality of digitizing **colored** **objects** and
   also reduces the dependence on ambient light illumination. Increases
   quality of digitization by utilizing...

... **DESCRIPTION** OF DRAWING(S

 24/3,K/9   (Item 9 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012662376   **Image available**
WPI Acc No: 1999-468481/199939
XRPX Acc No: N99-349803
   **Computer graphic system for displaying rendered images with effects such
   as shading and fog**
Patent Assignee: ALLIANCE SEMICONDUCTOR CORP (ALLI-N)
Inventor: GREENE S H
Number of Countries: 001   Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 5940067   A   19990817   US 95574310   A   19951218   199939   B

Priority Applications (No Type Date): US 95574310 A 19951218
Patent Details:
Patent No   Kind Lan Pg   Main IPC   Filing Notes
US 5940067   A   10 G09G-005/06

Abstract (Basic):
   ...   At least **one** pixel operand engine generates operand values
      having X bits, corresponding to indexed pixel values with Y bits
      generated by an indexed **color** engine (106). A back buffer (110)
      stores a combined format data values having Z bits...
         DETAILED **DESCRIPTION** - ...

...indexed pixel value are stored adjacent to each other, in an individual
   back buffer storage **location** . The pixel operand engine has a shading
   engine (108) that generates a lighting modulation operand...

...For displaying rendering images with various effects such as shading and
   fog in **computer** visualization, modeling and **game** applications...

...Render look-up table uses fewer bits per pixel for **representing** same
   rendered image, hence size of the back·buffer is reduced...

... **DESCRIPTION** OF DRAWING(S...

... **Color** engine (106

 24/3,K/10   (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

012588350   **Image available**
WPI Acc No: 1999-394457/199933
XRPX Acc No: N99-294840
   Random icon generation method in electronic **board** game
Patent Assignee: MCKENZIE R B (MCKE-I); SWOLF R J (SWOL-I)
Inventor: MCKENZIE R B; SWOLF R J
Number of Countries: 001   Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 5918883	A	19990706	US 9814749	A	19980128	199933	B

Priority Applications (No Type Date): NZ 314591 A 19970411; NZ 314172 A
   19970131
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 5918883	A		11	A63F-003/00	

   Random icon generation method in electronic **board** game

Abstract (Basic):
...   Each **player** generates a series of random icons on generator
   and selects and **places** the playing pieces of allocated set of playing
   pieces on icons on playing surface corresponding to the icons
   generated. The generation of random icon is continued until a **player**
   forms a predetermined winning line required for winning the game.
        DETAILED **DESCRIPTION** - ...

... **One** or more random icon generators are provided on playing surface of
   generating the occurrence of each icon. After ascertaining number of
   players and determining an initial **player** , the condition for winning
   the game regardless of any numerical values used is determined. After
   each **player** is allocated with set of playing pieces, the number of
   random icon generators are determined. The icons are set of
   representation which are selected from the group consisting of
   numbers, letters, **colors** sets of graphic **representations** , symbols
   or a combination of these. The number of playing piece is being
   determined by...

...In **electronic** board **game** .
        ...

...The game can be played by more than two or more **players** and the
   players may be remote from **one** another. Two or more dices can be
   used as random icon generators...

... **DESCRIPTION** OF DRAWING(S

 24/3,K/11   **(Item 11 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

008815945   **Image available**
WPI Acc No: 1991-319958/199144
XRPX Acc No: N91-245312
   **Alphabet learning game - displays individual letters of alphabets on
   video screen and has reader device enabling image selection**
Patent Assignee: CROWE J E (CROW-I)
Inventor: CROWE J E

Number of Countries: 004   Number of Patents: 006
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
GB 2243478	A	19911030	GB 91105227	A	19910312	199144	B
AU 9175219	A	19911107				199201	
CA 2039659	A	19911025				199203	
US 5092777	A	19920303	US 90513971	A	19900424	199212	
AU 644863	B	19931223	AU 9175219	A	19910423	199407	
GB 2243478	B	19941005	GB 915227	A	19910312	199437	

Priority Applications (No Type Date): US 90513971 A 19900424
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 5092777	A		11		
AU 644863	B			G09B-019/22	patent AU 9175219
GB 2243478	B		2	G09B-001/32	

...Abstract (Basic): Individual letters of the alphabet are displayed,
together with an **indication** that a **player** of the game is required
to identify the preceding or succeeding letter of the alphabet...

...The **indication** may take the form of the word ''before'' or ''after''
displayed with the displayed letter, and/or may take the form of
colouring , e.g. of the letter(s) - green for ''succeeding'', red for
''preceding...

...reader (42), connected to the video screen (41) by a communicating
device (45), enables the **player** to select an image (43) to be
displayed on the screen...

...Abstract (Equivalent): A **teaching** and learning game to be used by at
least **one** **player** to learn the alphabetical sequence of letters of
the alphabet comprising: means for displaying a selected letter of the
alphabet; means for displaying a first indicia to **indicate** to the at
least **one** **player** to identify the letter of the alphabet immediately
preceding said letter of the alphabet, said...

...alphabet preceding the selected letter, said means further being for
displaying a second indicia to **indicate** to the at least **one** **player**
to identify the letter of the alphabet immediately succeeding said
letter of the alphabet, said...

...letter of the alphabet and exclusively of the first indicia, such that
the at least **one** **player** may identify the letter of the alphabet as
indicated by the indicia as displayed and points may be awarded to the
at least **one** **player** for correctly identifying the letter of the
alphabet...

...Abstract (Equivalent): respective block and further has marked, on two
sides of the block, first indicia to **indicate** the preceding letter.
Marked on two other sides of the block are second indicia to **indicate**
the succeeding letters. A set of twenty-six cards have the letters of
the alphabet marked in alphabetical sequence on the sides of the cards.
One side of each card is marked with first indicia to **indicate** the
preceding letter and the other side of each card is marked with second
indicia to **indicate** the succeeding letter...

...Point scores are awarded to **players** correctly identifying the
preceding or succeeding letter of the alphabet. Selected cards are
further marked with scoring **indicators** to award bonus points to the
players . The cards are marked with a number corresponding with the
numerical sequence in alphabetical order...

...the letter of the alphabet marked on the respective side of the
respective card. A **video** **game** can display a letter of the alphabet,
first indicia showing a preceding letter and second...

...USE - Alphabet **teaching** and learning game...

 24/3,K/12   **(Item 12 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

007617929   `**Image available**
WPI Acc No: 1988-251861/198836
XRPX Acc No: N88-191563
   Service system for passenger vehicle e.g. aircraft - transmits menu data
   from head end appts. to terminal units at each passenger seat
Patent Assignee: SONY CORP (SONY)
Inventor: HIRAYASU M; ICHISE A; INOUE K; KONDO Y
Number of Countries: 013 Number of Patents: 010
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 281293	A	19880907	EP 88301450	A	19880219	198836	B
AU 8811204	A	19880901				198844	
BR 8800777	A	19881004				198844	
JP 63208995	A	19880830	JP 8742304	A	19870225	198904	
US 4897714	A	19900130	US 88148571	A	19880126	199012	
CA 1288494	C	19910903				199140	
EP 281293	B	19920506	EP 88301450	A	19880219	199219	
DE 3870669	G	19920611	DE 3870669	A	19880219	199225	
			EP 88301450	A	19880219		
ES 2032008	T3	19930101	EP 88301450	A	19880219	199305	
KR 9602443	B1	19960217	KR 881901	A	19880224	199909	

Priority Applications (No Type Date): JP 8742304 A 19870225
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 281293	A	E	21		
Designated States (Regional): AT DE ES FR GB IT NL					
US 4897714	A		18		
EP 281293	B	E	24		
Designated States (Regional): AT DE ES FR GB IT NL					
DE 3870669	G			B64D-011/00	Based on patent EP 281293
ES 2032008	T3			B64D-011/00	Based on patent EP 281293
KR 9602443	B1			B64D-011/00	

...Abstract (Basic): units (200) at a respective passenger seat has a
display such as an index-beam **type** flat **colour** television picture
tube. A mean switch is actuated for displaying a menu on the display...

...Software for **video** **games** is stored in cartridges (as 148). Requests
for a selected service are passed from the...
...Abstract (Equivalent): and display means (103); a plurality of terminal
units (200), each provided at a respective **one** of a plurality of
passenger seats, each terminal unit (200) having display means (61);
and...

...for transmitting said data from said head end apparatus (100) to the
terminal units (200); **characterised** in that: said head end apparatus
(100) stores menu data in said memory means (141...

...105) for recovering said menu data for subsequent transmission, said
   menu data including at least **one** menu and each menu including at
   least **one** menu item; each of said terminal units (200) is operable to
   display said menu data...

...from among the displayed menu data, and means (219) for generating a
   request signal which **indicates** the menu item selected by said
   selecting means (206) and which also includes an address...
...Abstract (Equivalent): data and means for recovering the menu data for
   subsequent transmission. The menu data includes **one** menu and each
   menu includes **one** menu item. A set of terminal units are each
   provided at a respective **one** of the passenger seats. Each terminal
   unit has means for displaying the menu data, means...

...menu item from among the menu data, and means for generating a request
   signal which **indicates** the menu item selected by the selector and
   includes an address signal identifying the terminal...

 24/3,K/13   (Item 13 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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007226538
WPI Acc No: 1987-223546/198732
XRPX Acc No: N87-167193
   **Bar-code inscribed card reading educational game - comprises set of cards
   with different visual indicia that are selectively inserted upon audible
   request**
Patent Assignee: MARVIN GLASS & ASSOC (GLSM)
Inventor: BRESLOW J D; KUNA W A
Number of Countries: 002 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
GB 2186415	A	19870812	GB 872088	A	19870130	198732	B
US 4729564	A	19880308	US 86827346	A	19860207	198813	

Priority Applications (No Type Date): US 86827346 A 19860207
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
GB 2186415	A		4		
US 4729564	A		5		

...Abstract (Basic): card-reading educational (10) has a housing (12), a
   portion of which is styled to **represent** a head (14) of a **character** .
   Disposed within the head (14) is a liquid crystal display face (16).
   Within the housing...

...volume control knob (26). A slot (28) is provided for insertion into the
   housing of **one** of a number of cards (20) supplied with the game. Each
   card (20) bears visual indicia depicting a combination of number, size,
    colour and shape. Card (32) for example, has a numeral (34) in **one**
   corner with the number repeated in word form below the numeral, a word
    description (36) of the size and shape along the upper edge and a
   graphic showing (38...

...A seven bar code (40) which identifies the particular combination of
   number, size, **colour** and shape shown in the card, appears along **one**
   side edge of the card. **One** hundred and twenty eight of such

combinations may be **represented** with the seven bar code. The game
operates on whether a correct card has been...

...USE - As aid in helping child to learn various numbers, sizes, **colours**
and shapes...

...Abstract (Equivalent): The **electronic game** includes cards, each
bearing visual indicia of a combination of parameters. Each card has a
bar code **indication** of the combination of parameters depicted by the
visual indicia. Each card has a face...

...portion having a different combination of the parameters. A housing has
a slot into which **one** of the cards may be inserted. An optical sensor
within the housing reads the bar code on the inserted card. A request
is made and a response is **indicated** .
   ...

...determined and a response is dicated based on the determination. The
request making and response **indicator** includes a liquid crystal
display facial caricature. (5pp)

 24/3,K/14   (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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004540317
WPI Acc No: 1986-043661/198607
XRPX Acc No: N86-031887
   Creation and modification system for artificial images for video   games
    - uses object put in image memory and object description **address saved**
   in magazine memory
Patent Assignee: RTC RADIOTECHNIQUE COMPELEC (PHIG)
Inventor: GOUDE M; SIX J C
Number of Countries: 004 Number of Patents: 005
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 171120	A	19860212	EP 85201252	A	19850730	198607	B
FR 2569020	A	19860214				198613	
US 4689616	A	19870825	US 85759765	A	19850729	198736	
EP 171120	B	19890920				198938	
DE 3573182	G	19891026				198944	

Priority Applications (No Type Date): FR 8412672 A 19840810
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 171120	A	F	22		

   Designated States (Regional): DE FR GB

EP 171120	B	F			

   Designated States (Regional): DE FR GB

  Creation and modification system for artificial images for video   games
   - ...

...**uses object put in image memory and object** description **address saved**
  in magazine memory

...Abstract (Basic): filled completely with the image of a background in
which an object is to be **placed** . The position of each object pixel is
read and each time the image memory's...

...To displace **one** or more **objects** that may be overlapped by others,
the above exchange is performed for each object involved but the order
is the reverse of that used for placing the **objects** in the image.
(22pp Dwg.No 1/3)
...Abstract (Equivalent): 7) in an apparatus for displaying synthetic
pictures subdivided into elementary points or pixels, whose **colour**
and/or luminance are definded by digital codes in the said picture
memory, in which a given position is assigned to each pixel, the
picture comprising **objects** which can cover at least in part other
objects , thus providing the visual effect of being arranged in front
of the latter **objects** , the apparatus further comprising an object
memory or magazine (5) which contains the **description** , pixel per
pixel, of a plurality of **objects** , among which those **objects** are
selected which are needed to construct the picture in the picture
memory, and a register (4) in which data are stored **indicating**
especially the position of the **objects** in the picture, **characterised**
in that, the picture memory (7) being filled beforehand completely by
a picture constituting a rear plane for arranging the **objects** in the
picture, the position of each object to be **represented** is read **one**
by **one** in the register (4) in the order in which the **objects** have
to cover each other from the rear plane, while each time for each pixel
...

...picture memory are exchanged for those of the magazine (5), and in that,
for displacing **one** or several **objects** , that may be covered by **one**
or several other **objects** , first for each object involved an exchange
of codes is effected between the picture memory and the magazine, but,
if there are several **objects** , the latter are processed in the order
inverse to that used for arranging the **objects** in the picture, in
that then the position of the object(s) in the register...
...its new position in the picture by means of a new exchange by processing
the **objects** , if there are several of them, in the order in which they
have to cover...
...Abstract (Equivalent): method produces and modifies the contents of a
picture memory (mapped memory) by means of **objects** to be **represented**
described in an object memory. When an object is arranged in the
picture, the picture...

...the latter was positioned were protected in the object memory at the
address of the **description** of the object and taking its **place** .
...

...USE/ADVANTAGE - **Video** **games** . Low labour load of logic unit. (9pp)r

 24/3,K/15   **(Item 15 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

004436249
WPI Acc No: 1985-263127/198542
XRPX Acc No: N85-196741
  Bingo type **display with relocatable numbers - uses** player **skill to**
  reorientate corner numbers already played to complete line and win
Patent Assignee: CONLEN T R (CONL-I)
Inventor: HAASE R
Number of Countries: 016 Number of Patents: 009
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
WO 8504338   A   19851010 WO 85US484   A   19850322 198542 B

```
AU 8541504    A   19851101                                    198607
NO 8504660    A   19860217                                    198614
EP 176560     A   19860409                                    198615
BR 8506052    A   19860325                                    198618
FI 8504600    A   19851121                                    198640
US 4611811    A   19860916  US 84594882   A  19840322  198640
JP 61501889   W   19860904  JP 85501515   A  19850322  198642
DK 8505375    A   19851121                                    198647
```

Priority Applications (No Type Date): US 84594882 A 19840322
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
WO 8504338   A E 22
    Designated States (National): AU BR DK FI JP MC NO
    Designated States (Regional): AT BE DE FR GB LU NL SE
EP 176560   A E
    Designated States (Regional): AT BE DE FR GB LU NL SE

  Bingo type **display with relocatable numbers...**

...**uses** player **skill to reorientate corner numbers already played to
  complete line and win**

...Abstract (Basic): five grid some of the grid, preferably the third row
   and column, containing pre-determined **unique** symbols, as on a
   conventional Bingo card. The remaining sections which comprise groups
   of adjacent sections (41,42,43,44) are relocatable so that a **player**
   may locate the symbols in them into a given group...

...In the card version, the corner groups (41-44) are rotatable so that the
   player can use skill so as to achieve a line or column win. In the
   electronic version, background **colours** may be varied...
...Abstract (Equivalent): When the **player** has found a card that he wishes
   to retain, he then presses a control button on the console of the
   video game and the **game** begins. At first, the squares in the
   N-column and third row through the free space light up or change
   colour so that they contrast or stand out from the remaining squares
   This is to **indicate** to the **player** that the number within those
   squares have been awarded to him in the form of...

...predetermined period of time, certain of the sixteen squares show lights
   and a change in **colour** while others remain unlit with no change in
   colour . At this point, the **player** is permitted to rotate the four
   squares within any **one** of the four corner groups to relocate the
   numbers in those squares and their background **colour** to new
   locations . The **person** rotates **one** or more of the groups
   reorienting the squares and their numbers in any way he...
...Title Terms: **TYPE ;**

 24/3,K/16   (Item 16 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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004303150
WPI Acc No: 1985-130028/198522
XRPX Acc No: N85-097828
   **Video image generating system - uses two memories read in conjunction to
   control** colour **image creation on TV screen**
Patent Assignee: RADIOTECHNIQUE (PHIG)

... **uses two memories read in conjunction to control** colour **image
creation on TV screen**

...Abstract (Basic): The image generation technique makes use of a
topological memory (20) **representing** the image point by point, and a
shape memory (31) in which the **objects** are described by successive
segments **placed** in series in the memory. An image generator (26)
makes used of the contents of...

...time by an interface (21) in order to allow the image generator to
provide the **indication** of the **colour** to be reproduced on the screen
at each instant. Modification of the contents of at least **one** memory
may be effected during the image frame return time in order to alter
the...

...USE - Generation of video images for use in **video** **game** .
...Abstract (Equivalent): picture displayed by a succession of lines in
combination with line and field synchronising signals, **objects**
represented by a series of segments arranged **one** above the other and
each corresponding to a line of the picture, **characterised** in that:
there is recorded in at least a so-called "topological" memory, for
each...

...the picture in the course of which an object is encountered, a group of
data **indicating** the start of the segment of the object at the level
of that line and...

...substantially corresponding to the position of the segment in the
picture, data chains constituting the **description** of the said
segments constituting the **objects** are recorded in a so-called "shape"
memory; opening and starting addresses for writing the said **objects**
in the shape memory are recorded in an address register, **associated**
with the topological memory, in positions corresponding respectively to
each object number, the topological memory is read in synchronism with
the display of the picture, when the **indication** for the start of a
segment and the number of the **objects** of which it forms part are
found there, reference is made to the position corresponding...

...number in the address register in order to find there the address at
which the **description** of the segment to be **represented** is located
in the shape memory, and finally, the chain of data describing this

segment...

...Abstract (Equivalent): The image generation circuit uses a topological
   memory (20) **represents** the picture element by element, and an object
   memory (31) in which **objects** are defined by consecutive line
   segments. The addresses of the line segments are sequentially loaded...

...the object memory, under control of the topological memory, to define at
   each instant the **colours** to be displayed on the screen...

...topological memory every field with new line segment addresses changes
   the display positions of the **objects** every field thus giving motion
   to the **objects** . The content of at least **one** memory is changed to
   change the position of the object images in the picture, during...

...ADVANTAGE - Processes large number of **objects** for simultaneous
   display. (8pp)c
...Title Terms: **COLOUR ;**

 24/3,K/17   (Item 17 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

004020559
WPI Acc No: 1984-166101/198427
XRPX Acc No: N84-123619
    Video   game , **combining two pictures on screen - has still and moving
   image pattern generators controlled by central processing unit**
Patent Assignee: NINTENDO CO LTD (NINT); RICOH KK (RICO)
Inventor: UEDA H; YAGI H
Number of Countries: 005 Number of Patents: 018
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
DE 3346458	A	19840628	DE 3346458	A	19831222	198427	B
GB 2133257	A	19840718	GB 8333979	A	19831221	198429	
JP 59116693	A	19840705	JP 82234487	A	19821222	198433	
JP 59118184	A	19840707	JP 82234473	A	19821223	198433	
GB 2153640	A	19850821	GB 855369	A	19850301	198534	
CA 1221761	A	19870512				198723	
GB 2133257	B	19870729				198730	
GB 2153640	B	19870729				198730	
CA 1230670	A	19871222				198808	
JP 63107286	A	19880512	JP 823659	A	19821228	198825	
DE 3348279	A	19881027	DE 3348279	A	19831222	198844	
US 4824106	A	19890425	US 8714150	A	19870212	198919	
US 4918434	A	19900417	US 89344540	A	19890425	199020	
DE 3348279	C	19900809				199032	
DE 3346458	C	19910321				199112	
US 5125671	A	19920630	US 83564091	A	19831221	199229	
			US 86869383	A	19860530		
			US 8714150	A	19870212		
			US 90343783	A	19900424		
			US 90534305	A	19900607		
US 5308086	A	19940503	US 83564091	A	19831221	199417	
			US 86869383	A	19860530		
			US 8714150	A	19870212		
			US 89343786	A	19890426		
			US 90534305	A	19900607		
			US 92901030	A	19920619		
US 5560614	A	19961001	US 83564091	A	19831221	199645	

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                    US 86869383    A    19860530
                    US 8714150     A    19870212
                    US 89343783    A    19890424
                    US 90534305    A    19900607
                    US 92901030    A    19920619
                    US 94215826    A    19940322
```

Priority Applications (No Type Date): JP 82234473 A 19821223; JP 82234487 A
   19821222; JP 823659 A 19821228
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
DE 3346458   A   34
US 5125671   A   20 G09G-001/16   Cont of application US 83564091
                                    Cont of application US 86869383
                                    Cont of application US 8714150
                                    Cont of application US 90343783
                                    Cont of patent US 4824106
US 5308086   A   15 A63F-009/24   Cont of application US 83564091
                                    Cont of application US 86869383
                                    Cont of application US 8714150
                                    Cont of application US 89343786
                                    Cont of application US 90534305
                                    Cont of patent US 4824106
                                    Cont of patent US 5125671
US 5560614   A   17 A63F-009/22   Cont of application US 83564091
                                    Cont of application US 86869383
                                    Cont of application US 8714150
                                    Cont of application US 89343783
                                    Cont of application US 90534305
                                    Cont of application US 92901030
                                    Cont of patent US 4824106
                                    Cont of patent US 5125671
                                    Cont of patent US 5308086

     Video   game , **combining two pictures on screen**...

...Abstract (Basic): The **video   game** uses a moving picture pattern
    generator and a still picture pattern generator, with a central...

...A T.V. game system for use with a raster scanning **type** display and
    arranged to display at least **one** motion picture **character** on a
    screen of said display, comprising pattern data generating means for
    generating pattern data of at least **one** motion picture **character** ,
    designation data generating means for generating designation data
    designating an identification and a display position of at least **one**
    motion picture **character** to be displayed on the screen of said
    display, first storing means in which the designation data, designating
    the identification and the display position of at least **one** motion
    picture **character** to be displayed in the next frame based on the
    designation data generated from said...

...display position of **one** or more motion picture **characters** to be
    displayed on the next following horizontal scanning line based on the
    designation data...

...area capable of storing pattern data of up to a predetermined number of
    motion picture **characters** which can be displayed on a horizontal
    scanning line at the same time, into which area pattern data of
    predetermined bits in the horizontal scanning direction of at least
    one motion picture **character** to be displayed as transferred from

said pattern data generating means based on the designation...

...Abstract (Equivalent): A **colour** encoder comprising a **colour**
generator for generating a **colour** code signal, said **colour**
generator having a predetermined number of **colour** code signals and
generating as an output **one** of said predetermined number of **colour**
code signals in response to a **colour** selection signal supplied
thereto, each **colour** code signal containing a phase selection code
comprising a first predetermined number of bits and...

...predetermined number of phase difference signals, each having a
different relative phase and each being **associated** with **one** of said
phase selection codes, in response to a reference signal, first
selecting means for selecting **one** of said predetermined number of
phase difference signals in response to the phase selection code of
said **colour** code signal generated by said **colour** generator, second
selecting means for selecting a level of said phase difference signal
selected by said first selecting means in response to the level
selection code of said **colour** code signal generated by said **colour**
generator, and output means **associated** with said first and second
selecting means for outputting a **colour** signal corresponding to the
phase difference signal selected by said first selecting means, and
oscillating...

...A T.V. game system for use with a raster scanning **type** display and
arranged to display at least **one** motion picture **character** on a
screen of said display, comprising pattern data generating means for
generating pattern data of at least **one** motion picture **character** ,
designation data generating means for generating designation data
designating an identification and a display position of at least **one**
motion picture **character** to be displayed on the screen of said
display, first storing means in which the designation data, designating
the identification and the display position of at least **one** motion
picture **character** to be displayed in the next frame based on the
designation data generated from said...

...storing means, into which the designation data, designating the
identification and the display position of **one** or more motion picture
characters to be displayed on the next following horizontal scanning
line based on the designation data...

...area capable of storing pattern data of up to a predetermined number of
motion picture **characters** which can be displayed on a horizontal
scanning line at the same time, into which area pattern data of
predetermined bits in the horizontal scanning direction of at least
one motion picture **character** to be displayed as transferred from
said pattern data generating means based on the designation...

...GB2153640 A **colour** encoder comprising a **colour** generator for
generating a **colour** code signal, said **colour** generator having a
predetermined number of **colour** code signals and generating as an
output **one** of said predetermined number of **colour** code signals in
response to a **colour** selection signal supplied thereto, each **colour**
code signal containing a phase selection code comprising a first
predetermined number of bits and...

...predetermined number of phase difference signals, each having a
different relative phase and each being **associated** with **one** of said
phase selection codes, in response to a reference signal, first
selecting means for selecting **one** of said predetermined number of
phase difference signals in response to the phase selection code of

said **colour** code signal generated by said **colour** generator, second selecting means for selecting a level of said phase difference signal selected by said first selecting means in response to the level selection code of said **colour** code signal generated by said **colour** generator, and output means **associated** with said first and second selecting means for outputting a **colour** signal corresponding to the phase difference signal selected by said first selecting means, and oscillating...

...Abstract (Equivalent): In a **video game** system including an external program memory, said system for providing a sequence of video signals ...

...a) storing motion picture data corresponding to plural motion picture **characters** to be displayed within a frame of video into an object attribute memory during a...

...data, motion picture identification data, and attribute data corresponding to each of plural motion picture **characters** ;
      (...

...horizontal position and attribute data stored within said object attribute table memory defining motion picture **characters** to be displayed within a predetermined subsequent line of video during line scanning of at least **one** earlier line...

...d) addressing said **character** memory using said motion picture identification data during the horizontal blanking period utilized by said...

...e) producing motion picture **character** pattern data at an output of said **character** memory in response to said addresses applied by said applying step (d...The system for displaying desired picture on screen of raster scanning **type** TV set includes motion picture pattern and still picture pattern generators. A central processing unit...

...USE/ADVANTAGE - For application as TV game system. Displays increased number of **characters** without increasing number of pins when constructed on ICs...

...V. game system for displaying a desired picture on the screen of a raster scanning **type** T.V. set includes a motion picture pattern generator, a still picture pattern generator, a...

...ADVANTAGE - Displays increased number and kinds of moving **characters** without increasing number of pins when constructed in form of IC's...V. game is for displaying a desired picture on the screen of a raster scanning **type** T.V. set...

...ADVANTAGE - Can display increased no. of **characters** . (15pp...

...ADVANTAGE - Capability of displaying increased number and kinds of moving **characters** without increasing number of Pins of IC...

 24/3,K/18   **(Item 18 from file: 350)**

   Video **golf** game **machine for two or more** players - has
 microprocessor and colour **video display and varies conditions of play
 and allows** player **choice of short**
Patent Assignee: WELLS C D (WELL-I)
Inventor: WELLS C D
Number of Countries: 014 Number of Patents: 007
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
GB 2113956	A	19830810				198332	B
EP 85483	A	19830810	EP 83300128	A	19830111	198333	
AU 8310287	A	19830721				198335	
ZA 8300174	A	19830901				198403	
US 4504055	A	19850312	US 83456728	A	19830110	198513	
EP 85483	B	19870930				198739	
DE 3373869	G	19871105				198745	

Priority Applications (No Type Date): GB 82917 A 19820113
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
GB 2113956	A		3		
EP 85483	A	E			

   Designated States (Regional): AT BE CH DE FR GB IT LI LU NL SE
EP 85483   B E
   Designated States (Regional): AT BE CH DE FR GB IT LI LU NL SE

   Video **golf** game **machine for two or more** players - ...

...**has microprocessor and** colour **video display and varies conditions of
 play and allows** player **choice of short**

...Abstract (Basic): The machine enables **players** to play simulated golf
   against each other. The machine presents a picture or plan of...

...strength, temperature, humidity, surface condition, condition of each
   green and any other variable affecting all **players** alike. Each
   player selects **type** of club and strength and direction of shot for
   each shot. The game hardware consists...

...housing a specially developed microprocessor with extensive memory
   capability and specially developed programme software, a **colour** video
   display and up to four individual **player** control units, either on the
   console or remotely operated...
...Abstract (Equivalent): game of golf, comprising a video screen (3), a
   memory (32) storing the topography of **one** or more golf courses, first
   means (30-36) for displaying on the screen (3) in...

...3) for varying the conditions of play, fourth means (5-7) selectively
   operable by a **player** to make a choice of imaginary golf clubs and of
   strengths and directions of imaginary shots, fifth means (19) for
   indicating , on the plan view, the direction and steepness of slope of
   the ground from **place** to **place** , and sixth means (30-36) for
   plotting and for displaying on the screen (3) the...
...Abstract (Equivalent): strength, temperature, humidity, surface
   condition, condition of each green and any other variable affecting all
   players alike. Each **player** selects **type** of club and strength and
   direction of shot for each shot. All instructions, options, directions
   ...
...Title Terms: **COLOUR** ;
?

27/3,K/1   (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
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07349854   **Image available**
SCREEN DISPLAY DEVICE

PUB. NO.:   2002-218345 [JP 2002218345 A]
PUBLISHED: August 02, 2002 (20020802)
INVENTOR(s):   HOSOYA OSAMU
APPLICANT(s): MITSUBISHI ELECTRIC CORP
               MITSUBISHI ELECTRIC SYSTEM LSI DESIGN CORP
APPL. NO.:   2001-008194 [JP 20011008194]
FILED: January 16, 2001 (20010116)

                          ABSTRACT
... 5 and 6 can be selected from each character code, thus displaying at
least the **type** of color to be specified by the **display   color   code**
stored at the display RAM 22 within the same screen, without making the
storage capacity...

 27/3,K/2   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014399422   **Image available**
WPI Acc No: 2002-220125/200228
XRPX Acc No: N02-168874
  **Electronic device display screen color setting method e.g. for computer,
  involves switching color of display screen from initial color to specific
  color based on stored color code**
Patent Assignee: AIWA KK (AIWA-N)
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
JP 2001209365	A	20010803	JP 200015016	A	20000124	200228	B

Priority Applications (No Type Date): JP 200015016 A 20000124
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2001209365	A		10	G09G-005/02	

Abstract (Basic):
...   **Display   color   code** of outer cladding color and affiliated
    color of specific section of electronic device, is stored
...   **DESCRIPTION** OF DRAWING(S

 27/3,K/3   (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014066928   **Image available**
WPI Acc No: 2001-551141/200162
XRPX Acc No: N01-409489
  **Entertainment system for role playing-, shooting-, driving or fighting
  game, displays words in a message of same** type **in same color**
Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER
  ENTERTAINMENT KK (SONY)

Inventor: KAMINAGAYOSHI T; SHIMAMURA H
Number of Countries: 026 Number of Patents: 002
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
EP 1080757   A2 20010307 EP 2000307636   A 20000904 200162 B
JP 2001154656 A   20010608 JP 2000267834   A 20000904 200162

Priority Applications (No Type Date): JP 99249364 A 19990902
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
EP 1080757   A2 E 30 A63F-013/10
    Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
    LI LT LU LV MC MK NL PT RO SE SI
JP 2001154656 A   17 G09G-005/30
... **for role playing-, shooting-, driving or fighting game, displays words
  in a message of same** type **in same color**

Abstract (Basic):
...   combination of a data unit indicating a word such as a character
   string and a **display   color   code** indicating color is corresponded
   with the **type** of the word to be displayed with the main objects in a
   scene using a...
        DETAILED **DESCRIPTION** - ...

... **DESCRIPTION** OF DRAWING(S
...Title Terms: **TYPE**
?

? ds

```
Set     Items    Description
S1       8560    (VIDEO OR COMPUTER OR ELECTRONIC)(3N)(GAME? OR GAMING OR E-
                 NTERTAINMENT)
S2       7672    ROLE()PLAYING OR SHOOTING OR FIGHTING
S3       8201    (COLOUR? OR COLOR?)(3N)(CODED OR HIGHLIGHT? OR ASSIGNED OR
                 SPECIFIED)
S4    1115642    MESSAGE?? OR DESCRIPTION? OR TEXT OR CHARACTER()STRING?? OR
                 FONTS OR TYPE
S5      97953    (INDICAT? OR REPRESENT? OR ASSOCIAT?)(3N)(PERSON? OR CHARA-
                 CTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? OR
                 OBJECTS OR MONSTER?)
S6       1495    S3(7N)(DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S7     394793    HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS -
                 OR CHEETS (CHEAT OR CHEET)(3N)SHEETS OR CLUES
S8         17    DISPLAY()(COLOR OR COLOUR)()CODE?
S9     112130    IC=(G09G? OR G06F?)
S10      5520    IC=A63F?
S11         0    S1(S)S2(S)S3(S)S4
S12         0    S1(S)S2(S)S3
S13        19    S1(S)S3
S14         5    S13(S)S4
S15       358    S3(3N)(S4 OR S7)
S16        63    S15(7N)(DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S17         1    S16 AND S10
S18         1    S17 NOT S14
S19        14    S13 NOT (S14 OR S17)
S20         1    S8 AND S10
S21         1    S20 NOT (S13 OR S14 OR S17)
S22         5    S19 AND S9
S23         0    S22 NOT (S13 OR S14 OR S17)
S24        29    S3(3N)S5
S25         4    S24 AND (S1 OR S10)
```

14/3,K/1   (Item 1 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00778300   **Image available**
MACHINE VISION SENSOR UTILIZING SPREADSHEETS
CAPTEUR DE VISION ARTIFICIELLE
Patent Applicant/Assignee:
  COGNEX CORPORATION, One Vision Drive, Natick, MA 01760, US, US
    (Residence), US (Nationality)
Inventor(s):
  MCGARRY John, 12395 SW Corylus, Portland, OR 97224, US,
Legal Representative:
  POWSNER David J (et al) (agent), Nutter, McClennen & Fish LLP, One
    International Place, Boston, MA 02110-2699, US,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 200111862 A2-A3 20010215 (WO 0111862)
  Application: WO 2000US21787 20000809 (PCT/WO US0021787)
  Priority Application: US 99370705 19990809; US 99370808 19990809; US
    99370706 19990809; US 99160958 19991022; US 99169514 19991207
Designated States: JP
  (EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE
Publication Language: English
Filing Language: English
Fulltext Word Count: 111205
Fulltext Availability:
  Claims

Claim
... image processing functions. Instead of a keyboard, it has a Control
  Pad, similar to the **game** pads used with **video** **games** . When setting
  up an application, you attach a monitor and a Control Pad, viewing an...a
  value, to determine correct parameter settings, or for process
  monitoring) and a status indicator (**color** **coded** for
  Pass/Fail/Wan-iing). Both are commonly used to operator output in the
  deployed...

...changing a value in a structure changes it in all formulas that refer to
  it. **Text** Manipulates **text** strings. For example, finding **text** within
  a string, replacing **text** in a string Functions with new **text**
  converting a string to lowercase or UPPERCASE, comparing two strings, and
  so on. Common uses...

  14/3,K/2   (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00405548   **Image available**
ROULETTE TABLE HAVING PROGRESSIVE JACKPOTS
TABLE DE ROULETTES AVEC POTS PROGRESSIFS
Patent Applicant/Assignee:
  BACK TO BACK GAMING INC,
Inventor(s):
  ZUSSMAN Charles S,
  WEIN Thomas R,
  GISELBRECHT Stefan,
  HoDL Peter,
  LECHNER Franz,
  BUSCH Steven L,

Patent and Priority Information (Country, Number, Date):
  Patent: WO 9746293 A1 19971211
  Application: WO 97US9397 19970606   (PCT/WO US9709397)
  Priority Application: US 9619321 19960607; US 97796527 19970206
Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
  FI GB GE HU IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW
  MX NO NZ PL PT RO RU SD SE SG SI SK TJ TM TR TT UA UG UZ VN GH KE LS MW
  SD SZ UG AM AZ BY KG KZ MD RU TJ TM AT BE CH DE DK ES FI FR GB GR IE IT
  LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN TD TG
Publication Language: English
Fulltext Word Count: 9116

Fulltext Availability:
  Detailed Description

Detailed Description
... 14,
  Other means for indicating to the house that a player is
  playing the progressive **game** include **electronic** , weight,
  radiation and IR sensitive sensors or any other **type** of
  sensors located directly under the number positions in the
  progressive jackpot betting layout, In...number is determined by the
  wheel two or more times in
  succession, that number is **highlighted** by **color** inversion
  and/or flashing* Communications from the optical reader 22
  and the jackpot layout 14...

 14/3,K/3   (Item 3 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00344642
**SYSTEMS AND METHODS FOR SECURE TRANSACTION MANAGEMENT AND ELECTRONIC RIGHTS
    PROTECTION**
**SYSTEMES ET PROCEDES DE GESTION SECURISEE DE TRANSACTIONS ET DE PROTECTION
    ELECTRONIQUE DES DROITS**
Patent Applicant/Assignee:
  ELECTRONIC PUBLISHING RESOURCES INC,
Inventor(s):
  GINTER Karl L,
  SHEAR Victor H,
  SPAHN Francis J,
  VAN WIE David M,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 9627155 A2 19960906
  Application: WO 96US2303 19960213   (PCT/WO US9602303)
  Priority Application: US 95388107 19950213
Designated States: AL AM AT AU AZ BB BG BR BY CA CH CN CZ DE DK EE ES FI GB
  GE HU IS JP KE KG KP KR KZ LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL
  PT RO RU SD SE SG SI SK TJ TM TR TT UA UG UZ VN KE LS MW SD SZ UG AZ BY
  KG KZ RU TJ TM AT BE CH DE DK ES FR GB GR IE IT LU MC NL PT SE BF BJ CF
  CG CI CM GA GN ML MR NE SN TD TG
Publication Language: English
Fulltext Word Count: 207972

Fulltext Availability:
  Detailed Description

Detailed Description
... secured.

Content providers who employ the present invention may
include, for example, software application and **game** publishers,
database publishers, cable, television, and radio broadcasters,
electronic shopping vendors, and distributors of information...devices
(such as a magnetic
disk and a CD-ROM drive as one example) that **electronic**
appliance 600 uses for general secondary storage fimctions. In
some implementations, part or all of...provide distributed
and/or remote processing. In smaller scale instances of ROS 602,
a simpler **message** passing IPC protocol may be used to conserve
resources. This may limit the configurability of...686, API 742 and
Redirector 684 have already been
described above. Here is a brief **description** of the **type** (s) of
services provided by OS resources 744, 752, 754, 756 and 776.

Seaure Database...the address of a
notification callback function that is called by a service whenever
a **message** is ready for the service to retrieve it. One call to this
address is made for each incoming **message** received. If the caller
passes a NULL to the interface, the software will not generate a
callback for each **message** .

Close, Unmount and Unload
The converse of the OPEN, MOUNT, and LOAD calls are
CLOSE...long svc.handle, long request.id, BYTE
*buffer, long size)
This READ call reads a **message** response from a service.

The svc.handle and request-id parameters uniquely identify a
request...

...to size bytes. If the buffer is too small, the
first size bytes of the **message** will be stored in the buffer and an
error will be returned.
If a **message** response was returned to the caller's buffer
correctly, the function will return 0. Otherwise, an error **message**
will be returned.

- 287 RPC WRITE Call Example.

SVC.write (long service.id, long subservice.id, BYTE
*buffer, long size, int (*receive) (long request.id)
This WRITE call writes a **message** to a service and
subservice specified by the service.id/subservice.id parameter
pair. The **message** is stored in buffer (and usually conforms to
the VDE RPC **message** format) and is size bytes long. The
function returns the request id for the **message** (if it was
accepted for sending) or an error number. If a user specifies the
receive callback fiinctions, all **messages** regarding a request will
be sent to the request specific callback routine instead of the
generalized **message** callback.

Input/Output Control
The IOCTL ("Input/Output ConTroL") call provides a
mechanism for querying the status of and controlling a loaded
service. Each service **type** will respond to specific general IOCTL
requests, all required class IOCTL requests, and service specific...

...of a list of commands and the

appropriate buffer structures are given below.

Command Stmcture **Description**
GET INFO SVC INFO Returns information about a
service/subservice.

GET-STATS SVC-STATS Returns...

...generic RPC Service Interface provided by the
preferred embodiment has been described, the following
- 289
 description relates to particular examples of services provided by
ROS 602.

SPE Device Driver 786
SPE...The following table shows one example of SPE device
driver 736 calls.

293
Entry Point **Description**
SPE.infoO Returns summary information about the
SPE driver 736 (and SPE 503) ,
SPE-initialize...integrated whole comprises the ROS
602 shown in Figure 12.

In a scenario of this **type** of integration, ROS 602 will
continue to be supported by a preexisting OS kernel 680...similar, for
example, to the ability of the Windows
operating system to display a user **message** in a "dialog box" that
displays "on top of' a running application irrespective of the...an
applications's code- depending on an application
programm&s implementation decision, and/or the **type** of
electronic appliance 600. The Notification Service Manager 740
may be implemented within API 682...SPE 503 (PPE 650). SPE 503
supports many types of tasks. A "channel" (a special **type** of task
that controls execution of component assemblies 690 in the
preferred embodiment) is treated by task manager 576 as   one
 type of task. Tasks are submitted to the task manager 576 for
execution. Task manager 576...unacceptable to
use a full "multi-threaded" data structure write capabilities. For
- 332
example, a **type** of "two-phase commit" processing of the **type**
used by database vendors may be used to allow data structure
sharing between processes. To...

 14/3,K/4   (Item 4 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00263689   **Image available**
SYSTEM AND APPARATUS FOR INTERACTIVE MULTIMEDIA ENTERTAINMENT
SYSTEME ET DISPOSITIF DE DIVERTISSEMENT INTERACTIF MULTIMEDIA
Patent Applicant/Assignee:
 MULTIMEDIA SYSTEMS CORPORATION,
Inventor(s):
 LEWIS Scott W,
Patent and Priority Information (Country, Number, Date):
 Patent: WO 9411858 A1 19940526
 Application: WO 93US10930 19931111 (PCT/WO US9310930)

Priority Application: US 92977033 19921116
Designated States: AU BR CA FI JP KR NO NZ RU AT BE CH DE DK ES FR GB GR IE
    IT LU MC NL PT SE
Publication Language: English
Fulltext Word Count: 7315

Fulltext Availability:
  Detailed Description

Detailed Description
... storage of
  certain songs which could be played on a stereo or the
  like. This **type** of system the IMD 52 could provide a CD
  quality song which can be transmitted...

...high quality audio song
  to be recorded,
  Figure 2A shows an embodiment of a music **video**
   entertainment system 20 much like the previously
  mentioned music listening entertainment system an IMM 42
  provides section with the current music rotation score
  with **color** changes to **highlight** the current position of
  the guidance of the accompanying musician. In addition,
  the tempo and...

...control of
  data generated from the IMD 52. Multimedia information
  could also be keyed by **type** or generated to provide a
  video overlay.

  Figure 2B is a simple block diagram of...

 14/3,K/5   (Item 5 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00178103   **Image available**
SIMULATED LIVE MARKET TRADING SYSTEM
**SYSTEME INFORMATISE DE REPLICATION D'UN MARCHE REEL POUR LA NEGOCIATION DE
    BIENS OU VALEURS**
Patent Applicant/Assignee:
  CHICAGO BOARD OF TRADE,
Inventor(s):
  BELDEN Glen W,
  BROGAN John J,
  O'HALLERAN Thomas C,
  GUTTERMAN Burton J,
  KINSELLA John R,
  BOYLE Michael B,
  CHOW Alvin,
  PHELPS Bruce,
  WHITE James,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 9011571 A1 19901004
  Application: . WO 90US878 19900216   (PCT/WO US9000878)
  Priority Application: US 89866 19890328
Designated States: AU CA JP KR
Publication Language: English
Fulltext Word Count: 8939

Fulltext Availability:
  Detailed Description

Detailed Description
... arrow plus a
  starburst-like indication or blinking trader icons. Those
  indications contribute to a **video** - **game** -like look and feel
  that may be achieved by the present trading system and help...

...bid or offer at the market, The trader icons shown in
  Figure 5a are advantageously **color** and/or shape **coded** to
  indicate the intentions or status of the traders, It will
  be appreciated that shape...partition of
  the user terminal display for options trading would
  advantageously include more than one **type** of option
  transaction, Combinations of different options, strikes,
  and expirations are typically referred to as...
?

00876902   **Image available**
COMPUTER GAMING SYSTEM
SYSTEME DE JEU INFORMATIQUE
Patent Applicant/Assignee:
  GAMECRAFT INC, 6011 Bristol Parkway, Culver City, CA 90230, US, US
    (Residence), US (Nationality)
Inventor(s):
  MIERS Darrell, 902 S. Ogden Drive, Los Angeles, CA 90012, US,
  REITZEN Robert, 1504 N. Kenter Avenue, Los Angeles, CA 90049, US,
  ROMMERDAHL Bill, 20921 Catamaran Lane, Huntington Beach, CA 92646, US,
  HESSE Michael, 2533 Three Springs Drive, Westlake Village, CA 91361, US,
  HUNDAL Hein, 5229 Balboa Boulevard #29, Encino, CA 91316, US,
Legal Representative:
  HECKER Gary A (agent), The Hecker Law Group, Suite 2300, 1925 Century
    Park East, Los Angeles, CA 90067, US,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 200211083 A2-A3 20020207 (WO 0211083)
  Application: WO 2001US23798 20010727 (PCT/WO US0123798)
  Priority Application: US 2000627948 20000728
Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
  CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
  KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD
  SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW
  (EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
  (OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
  (AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
  (EA) AM AZ BY KG KZ MD RU TJ TM
Publication Language: English
Filing Language: English
Fulltext Word Count: 25358

International Patent Class: **A63F-013/12**
Fulltext Availability:
  Detailed Description

Detailed Description
... HTTP provides a mechanism of associating a URL address with active
  text. A browser generally **displays** active **text** as underlined and
  color - coded .

  When activated (by a mouse click, for example) the active text causes the
  browser to...

19/3,K/1   (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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01236606
REPRESENTING, RECORDING, REPRODUCING AND COMMUNICATION METHOD FOR COMPUTER OBJECTS USING COLOR, RECORDING AND/OR REPRODUCING DEVICE, RECORDING MEDIUM, AND ENCRYPTING METHOD
VERFAHREN ZUR DARSTELLUNG,AUFZEICHNUNG,WIEDERGABE UND KOMMUNIKATION FUR RECHNEROBJEKTE UNTER VERWENDUNG VON FARBE, AUFZEICHNUNGS-UND WIEDERGABEVORRICHTUNG, AUFZEICHNUNGSGERAT UND VERSCHLUSSELUNGSVERFAHREN
PROCEDE DE REPRESENTATION, ENREGISTREMENT, REPRODUCTION ET COMMUNICATION, DESTINE A DES OBJETS INFORMATIQUES EN COULEUR, DISPOSITIF D'ENREGISTREMENT ET/OU LECTURE, SUPPORT D'ENREGISTREMENT ET PROCEDE DE CRYPTAGE
PATENT ASSIGNEE:
  Tani Electronics Corporation, (3185520), 10-3, Miyoshi 3-Chome, Koto-Ku, Tokyo 135-0022, (JP), (Applicant designated States: all)
INVENTOR:
  TANI, Okie, 10-3, Miyoshi 3-chome, Koto-ku, Tokyo 135-0022, (JP)
LEGAL REPRESENTATIVE:
  Prins, Adrianus Willem (20903), Vereenigde, Nieuwe Parklaan 97, 2587 BN Den Haag, (NL)
PATENT (CC, No, Kind, Date): EP 1100037 A1 010516 (Basic)
                              WO 200072228 001130
APPLICATION (CC, No, Date):   EP 2000931540 000524; WO 2000JP3315 000524
PRIORITY (CC, No, Date): JP 99182235 990524
DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI; LU; MC; NL; PT; SE
EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI
INTERNATIONAL PATENT CLASS: G06K-001/12; G06K-007/12; G06K-019/06; G06C-005/00
ABSTRACT WORD COUNT: 78

LANGUAGE (Publication,Procedural,Application): English; English; Japanese
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200120	2532
SPEC A	(English)	200120	9064
Total word count - document A			11596
Total word count - document B			0
Total word count - documents A + B			11596

...SPECIFICATION the above explanation, according to the present invention, there are the following effects since one **color** is **assigned** to each computer object andthat color used to record the computer object. It is possible...
...recording or storage. Storage of paper books etc. therefore becomes easy. In the music, image, **video** , and other **entertainment** fields, data can be recorded and reproduced extremely inexpensively. It becomes possible to record data...

19/3,K/2   (Item 2 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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01072405
Image processing system
Bildverarbeitungssystem

Systeme de traitement d'images
PATENT ASSIGNEE:
   HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
      , Sapporo-shi, Hokkaido 062-8622, (JP), (Applicant designated States:
      all)
INVENTOR:
   Tateyama, Seiji, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi, 3 Jyo 5-chome
      , Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
LEGAL REPRESENTATIVE:
   Haley, Stephen (79721), Gill Jennings & Every, Broadgate House, 7 Eldon
      Street, London EC2M 7LH, (GB)
PATENT (CC, No, Kind, Date): EP 944012 A1 990922 (Basic)
APPLICATION (CC, No, Date):   EP 99105184 930920;
PRIORITY (CC, No, Date): JP 92298071 921009; JP 92300668 921014; JP
      92300669 921014
DESIGNATED STATES: DE; FR; GB; NL
RELATED PARENT NUMBER(S) - PN (AN):
   EP 592120 (EP 93307401)
INTERNATIONAL PATENT CLASS: G06F-019/00; G09G-005/06
ABSTRACT WORD COUNT: 61
NOTE:
   Figure number on first page: 9

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	9938	153
SPEC A	(English)	9938	6063
Total word count - document A			6216
Total word count - document B			0
Total word count - documents A + B			6216

...SPECIFICATION invention.

   DETAILED DESCRIPTION OF THE INVENTION
      Fig. 4 shows a video screen used in a **game   computer** system. In this
   screen, horizontal and vertical scrolls are performed in H and V blank...

...predetermined display timings. The image data are defined by color data
   for each dot, the **color** data being **specified** by a RGB or YUV system.
      The color data are specified for each raster, such...

...to dots in the real screen one for one, some problems occur.
      For a conventional **game   computer** that mainly treats animation
   images, it is sufficient to use a small number of color such as 4, 16 or
   256 colors to display image. In general, **color** data are **specified** for
   each dot by color information stored in a color pallet, as shown in Fig.
   8. When the **game   computer** also treats a natural picture, many colors
   more than those for the animation image are required. If the colors of
   the natural picture are **specified** by the **color** pallet system, the
   color pallet is required to have a very large capacity. On the...

   19/3,K/3   (Item 3 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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00954609
COMPUTER GAME
COMPUTERSPIEL

JEU INFORMATIQUE
PATENT ASSIGNEE:
   Golad, Adar, (2010180), Scherenenkweg 16, 8051 KH Hattem, (NL),
      (Proprietor designated states: all)
INVENTOR:
   Golad, Adar, Scherenenkweg 16, 8051 KH Hattem, (NL)
LEGAL REPRESENTATIVE:
   Ferguson, Alexander et al (62081), Octrooibureau Vriesendorp & Gaade,
      P.O. Box 266, 2501 AW Den Haag, (NL)
PATENT (CC, No, Kind, Date): EP 935491 A1 990818 (Basic)
                              EP 935491 B1 020227
                              WO 9819758 980514
APPLICATION (CC, No, Date):   EP 97909755 971027; WO 97NL589 971027
PRIORITY (CC, No, Date): NL 104407 961101
DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI; LU;
   NL; PT; SE
INTERNATIONAL PATENT CLASS: A63F-003/02
NOTE:
   No A-document published by EPO
LANGUAGE (Publication,Procedural,Application): English; English; Dutch
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200209	400
CLAIMS B	(German)	200209	329
CLAIMS B	(French)	200209	418
SPEC B	(English)	200209	2213
Total word count – document A			0
Total word count – document B			3360
Total word count – documents A + B			3360

...SPECIFICATION example an LED, with the colour in question.
   After this an exemplary operation of the **computer game** according to
the present invention will be elucidated on the basis of a "Go"-like...

...12, 13, 14 and 15 correspond to the four players, respectively. In this
example the **highlighted colours** red, blue, yellow and green,
respectively, are used as distinctive marks. Each playing area then...

...CLAIMS 15) contains a, mark (A) belonging to one distinctive mark of the
      playing area.
   8. **Computer game** according to claim 7, in which the at least one
      operating means (12A, 13A, 14A, 15A) is a transparent push-button,
      the distinctive mark is a **highlighted colour** , and an element
      highlighted in said **colour** is located under the at least one
      operating means (12A, 13A, 14A, 15A).
   9. Computer...

 19/3,K/4   (Item 4 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

00712732
Method and apparatus for generating image
Verfahren und Gerat zur Bilderzeugung
Methode et appareil de generation d'images
PATENT ASSIGNEE:
   Casio Computer Co., Ltd., (249364), 6-2, Hon-machi 1-chome, Shibuya-ku,
      Tokyo 151-8543, (JP), (Proprietor designated states: all)
INVENTOR:

Hayashi, Tetsuya, c/o Casio Computer Co. Ltd., Hamura R&D Center, 2-1,
    Sakae-cho 3-chome, Hamura-shi, Tokyo, 205, (JP)
LEGAL REPRESENTATIVE:
    Grunecker, Kinkeldey, Stockmair & Schwanhausser Anwaltssozietat (100721)
    , Maximilianstrasse 58, 80538 Munchen, (DE)
PATENT (CC, No, Kind, Date):   EP 675461   A2   951004 (Basic)
                               EP 675461   A3   960410
                               EP 675461   B1   000802
APPLICATION (CC, No, Date):   EP 95104136 950321;
PRIORITY (CC, No, Date): JP 9475353 940322; JP 9475354 940322; JP 9475355
    940322; JP 9475356 940322
DESIGNATED STATES: DE; FR; GB
INTERNATIONAL PATENT CLASS: G06T-011/00
ABSTRACT WORD COUNT: 198
NOTE:
    Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:
Available Text   Language   Update   Word Count
        CLAIMS B (English)   200031   2216
        CLAIMS B (German)   200031   2186
        CLAIMS B (French)   200031   2563
        SPEC B   (English)   200031   18574
Total word count - document A   0
Total word count - document B   25539
Total word count - documents A + B   25539

 19/3,K/5   (Item 5 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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00686926
AN INTERACTIVE COMPUTER AIDED NATURAL LEARNING METHOD AND APPARATUS
INTERAKTIVES COMPUTERUNTERSTUETZES NATUERLICHES LERNVERFAHREN UND-GERAET
PROCEDE   INTERACTIF   D'APPRENTISSAGE   NATUREL   ASSISTE   PAR   ORDINATEUR   ET
    APPAREIL CONNEXE
PATENT ASSIGNEE:
    LEE, John, R., (1690100), 912 Constantinople Street, New Orleans, LA
    70115-2745, (US), (applicant designated states:
    AT;BE;CH;DE;DK;ES;FR;GB;GR;IE;IT;LI;LU;MC;NL;PT;SE)
INVENTOR:
    LEE, John, R., 912 Constantinople Street, New Orleans, LA 70115-2745,
    (US)
    ALVENDIA, John, 1721 Field Avenue, Metairie, LA 70001, (US)
LEGAL REPRESENTATIVE:
    Bridge-Butler, Alan James et al (28673), G.F. Redfern & Co., 7 Staple
    Inn, Holborn, London WC1V 7QF, (GB)
PATENT (CC, No, Kind, Date):   EP 656139   A1   950607 (Basic)
                               EP 656139   A1   951122
                               EP 656139   B1   990512
                               WO 9316454 930819
APPLICATION (CC, No, Date):   EP 93905890 930211;   WO 93US1238   930211
PRIORITY (CC, No, Date): US 833905 920211
DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FR; GB; GR; IE; IT; LI; LU; MC;
    NL; PT; SE
INTERNATIONAL PATENT CLASS: G09B-003/00; G09B-005/14; G09B-007/04;
NOTE:
    No A-document published by EPO
LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	9919	814
CLAIMS B	(German)	9919	763
CLAIMS B	(French)	9919	975
SPEC B	(English)	9919	4242
Total word count - document A			0
Total word count - document B			6794
Total word count - documents A + B			6794

...SPECIFICATION work station. In addition to lesson segments, this screen
   can also include selections such as **games** , movies or educational **video**
   programs, and creative writing or drawing activities. These selections
   can also be chosen by the...
...in a variety of ways. Younger students, for example, can make a
   selection by touching **color - coded** figures displayed on a
   touch-sensitive screen. More advanced students can make a selection by...

 19/3,K/6   (Item 6 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

00601128
Image processing system
Bildverarbeitungssystem
Systeme de traitement d'images
PATENT ASSIGNEE:
  HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
   , Sapporo-shi, Hokkaido 062-8622, (JP), (Proprietor designated states:
   all)
INVENTOR:
  Tateyama, Seiji, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo 5-chome,
   Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
LEGAL REPRESENTATIVE:
  Brunner, Michael John (28871), GILL JENNINGS & EVERY Broadgate House 7
   Eldon Street, London EC2M 7LH, (GB)
PATENT (CC, No, Kind, Date):   EP 592120   A2   940413 (Basic)
                               EP 592120   A3   950809
                               EP 592120   B1   001115
APPLICATION (CC, No, Date):   EP 93307401 930920;
PRIORITY (CC, No, Date): JP 92298071 921009; JP 92300668 921014; JP
   92300669 921014
DESIGNATED STATES: DE; FR; GB; NL
RELATED DIVISIONAL NUMBER(S) - PN (AN):
  EP 944012 (EP 99105184)
INTERNATIONAL PATENT CLASS: G06F-017/00; G06T-001/20; G09G-005/06
ABSTRACT WORD COUNT: 67
NOTE:
  Figure number on first page: 9

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200046	139
CLAIMS B	(German)	200046	133
CLAIMS B	(French)	200046	163
SPEC B	(English)	200046	4671
Total word count - document A			0
Total word count - document B			5106
Total word count - documents A + B			5106

19/3,K/7   (Item 7 from file: 348)

00600768
Image and sound processing apparatus
Ton- und Bilddatenverarbeitungsapparat
Appareil de traitement de donnees de sons et d'images
PATENT ASSIGNEE:
   HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
    , Sapporo-shi, Hokkaido 062-8622, (JP), (Proprietor designated states:
    all)
INVENTOR:
   Tomita, Masahide, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo
     5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
   Takahashi, Mitsuhiro, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo
     5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
LEGAL REPRESENTATIVE:
   Brunner, Michael John et al (28871), GILL JENNINGS & EVERY Broadgate
     House 7 Eldon Street, London EC2M 7LH, (GB)
PATENT (CC, No, Kind, Date):   EP 590807   A2   940406 (Basic)
                               EP 590807   A3   960605
                               EP 590807   B1   001206
APPLICATION (CC, No, Date):   EP 93306986 930903;
PRIORITY (CC, No, Date): JP 92290806 921005; JP 92284976 921001; JP
     92284979 921001; JP 92284982 921001
DESIGNATED STATES: DE; FR; GB; NL
INTERNATIONAL PATENT CLASS: G06F-017/00; G09G-001/16; G09G-005/36;
  G06F-005/06; G09G-005/18
ABSTRACT WORD COUNT: 73
NOTE:
   Figure number on first page: 17B

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200049	146
CLAIMS B	(German)	200049	123
CLAIMS B	(French)	200049	155
SPEC B	(English)	200049	5077
Total word count - document A			0
Total word count - document B			5501
Total word count - documents A + B			5501

19/3,K/8   (Item 8 from file: 348)

00600391
Image processing apparatus
Bildverarbeitungsgerat
Dispositif de traitement d'images
PATENT ASSIGNEE:
   HUDSON SOFT CO., LTD., (1125751), 26 Hiragishi 3 Jyo 7-chome, Toyohira-ku
    , Sapporo-shi, Hokkaido 062, (JP), (applicant designated states:
    DE;FR;GB;NL)
INVENTOR:
   Takahashi, Mitsuhiro, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo

5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
Tahata, Syouichi, c/o Hudson Soft Co. Ltd., 1-18, Hiragishi 3 Jyo
5-chome, Toyohira-ku, Sapporo-shi, Hokkaido, (JP)
LEGAL REPRESENTATIVE:
Brunner, Michael John (28871), GILL JENNINGS & EVERY Broadgate House 7
Eldon Street, London EC2M 7LH, (GB)
PATENT (CC, No, Kind, Date): EP 590778 A1 940406 (Basic)
                             EP 590778 B1 981111
APPLICATION (CC, No, Date): EP 93306573 930819;
PRIORITY (CC, No, Date): JP 92300670 921014; JP 92284977 921001
DESIGNATED STATES: DE; FR; GB; NL
INTERNATIONAL PATENT CLASS: G09G-005/06;
ABSTRACT WORD COUNT: 57

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:
Available Text Language   Update   Word Count
      CLAIMS B (English)   9846   187
      CLAIMS B (German)   9846   165
      CLAIMS B (French)   9846   228
      SPEC B   (English)   9846   6578
Total word count - document A   0
Total word count - document B   7158
Total word count - documents A + B   7158

...SPECIFICATION that the color "C" may be treated as a color code
directly. However, the conventional **game computer** uses a color pallet
which stores plural color codes to manage colors of the background image
so that many colors may be used for displaying one background image. The
color pallet is **specified** in position by the color codes of the CG.
The character code in the BAT...

 19/3,K/9   (Item 1 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00852941   **Image available**
**AN INTERACTIVE, COMPUTER-AIDED HANDWRITING METHOD AND APPARATUS WITH
ENHANCED DIGITIZATION TABLET**
**PROCEDE INTERACTIF D'ECRITURE MANUSCRITE ASSISTEE PAR ORDINATEUR, ET
APPAREIL EQUIPE D'UNE TABLETTE DE NUMERISATION AMELIOREE**
Patent Applicant/Assignee:
JRL ENTERPRISES INC, 912 Constantinople Street, New Orleans, LA 70115, US
, US (Residence), US (Nationality), (For all designated states except:
US)
Patent Applicant/Inventor:
LEE John R, 912 Constantinople Street, New Orleans, LA 70115, US, US
(Residence), US (Nationality), (Designated only for: US)
Legal Representative:
PALAN Stephen W (et al) (agent), Burns, Doane, Swecker & Mathis, L.L.P.,
P.O. Box 1404, Alexandria, VA 22313-1404, US,
Patent and Priority Information (Country, Number, Date):
Patent: WO 200186612 A1 20011115 (WO 0186612)
Application: WO 2001US40686 20010508 (PCT/WO US0140686)
Priority Application: US 2000203912 20000512
Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD
SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

```
(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM
```
Publication Language: English
Filing Language: English
Fulltext Word Count: 6895

Fulltext Availability:
  Detailed Description

Detailed Description
... work station. In addition to lesson segments, this screen can also
  include selections such as **games** , movies or educational **video**
  programs, and creative writing or drawing activities. These selections
  can also be chosen by the...

...in a variety of ways. Younger students, for example, can make a
  selection by touching **color - coded** figures displayed on a
  touch-sensitive screen. More advanced students can make a selection by...

 19/3,K/10   (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00849485
AN INTERACTIVE, COMPUTER-AIDED SPEECH EDUCATION METHOD AND APPARATUS
METHODE ET APPAREIL INTERACTIFS ET INFORMATISES D'EDUCATION PAR LA PAROLE
Patent Applicant/Assignee:
  JRL ENTERPRISES INC, 912 Constantinople Street, New Orleans, LA 70115, US
    , US (Residence), US (Nationality)
Inventor(s):
  LEE John R, 912 Constantinople Street, New Orleans, LA 70115, US,
  ALVENDIA Alfredo, 75 Chateau DuLac, Kenner, LA 70065, US,
Legal Representative:
  DUBOIS Steven M (et al) (agent), Burns, Doane, Swecker & Mathis, L.L.P.,
    P.O. Box 1404, Alexandria, VA 22313-1404, US,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 200182264 A1 20011101 (WO 0182264)
  Application: WO 2001US13258 20010425   (PCT/WO US0113258)
  Priority Application: US 2000558205 20000426
Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
  CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR
  KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE
  SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW
  (EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
  (OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
  (AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
  (EA) AM AZ BY KG KZ MD RU TJ TM
Publication Language: English
Filing Language: English
Fulltext Word Count: 7248

Fulltext Availability:
  Detailed Description

Detailed Description
... work station. In addition to lesson segments, this screen can also
  include selections such as **games** , movies or educational **video**
  programs, and creative writing or drawing activities. These selections
  can also be chosen by the...

...in a variety of ways. Younger students, for example, can make a
selection by touching **color - coded** figures displayed on a
toticli-sensitive screen. More advanced students can make a selection by
...

 19/3,K/11   (Item 3 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00536395   **Image available**
VIDEO PROCESSING IN PC USES STATISTICALLY TUNED COLOR CUBE
TRAITEMENT VIDEO DANS DES ORDINATEURS PERSONNELS AU MOYEN D'UN CUBE COULEUR
   ACCORDE DE MANIERE STATISTIQUE
Patent Applicant/Assignee:
  KONINKLIJKE PHILIPS ELECTRONICS N V,
  PHILIPS AB,
Inventor(s):
  VAN DER MEULEN Pieter S,
  SIJSTERMANS Franciscus W,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 9967747 A2 19991229
  Application: WO 99IB1017 19990603 (PCT/WO IB9901017)
  Priority Application: US 98102950 19980623
Designated States: CN JP KR AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL
  PT SE
Publication Language: English
Fulltext Word Count: 3513

Fulltext Availability:
  Detailed Description

Detailed Description
... pixels of the video image with the pixels of a graphics
  In
  image. A specific **color** is **assigned** to a particular one of the
  graphics pixels, the specific color being selected from a complement of
  the output grid. In this manner, a PC can do **video** and **games** without
  additional hardware.

  Second flow diazram
  Fig.3 illustrates the latter process in a flow...

 19/3,K/12   (Item 4 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00500208
DIGITALLY CONTROLLED ILLUMINATION METHODS AND SYSTEMS
SYSTEMES ET PROCEDES D'ECLAIRAGE A COMMANDE NUMERIQUE
Patent Applicant/Assignee:
  COLOR KINETICS INCORPORATED,
Inventor(s):
  MUELLER George G,
  LYS Ihor A,
  MORGAN Frederick Marshall,
  BLACKWELL Michael K,
Patent and Priority Information (Country, Number, Date):

Fulltext Availability:
  Detailed Description

Detailed Description
... the signalgenerating device 504 may be a generator of a television,
  stereo, or other conventional **electronic entertainment** signal. That
  is, the lighting control signal can be embedded in any music, compact
  disc, television, videotape, **video game** , **computer** web site,
  cybercast or other broadcast, cable, broadband or other communications
  signal. Thus, for example...

...television or movie scenes. For example, the explosion scene in a movie
  or on a **computer game** , could cause lights in the room to flash a
  sequence or change to a **specified color** . A sunset in a movie scene
  could be imitated by a sunset generated by the...

 19/3,K/13   (Item 5 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00242180
AN INTERACTIVE COMPUTER AIDED NATURAL LEARNING METHOD AND APPARATUS
PROCEDE INTERACTIF D'APPRENTISSAGE NATUREL ASSISTE PAR ORDINATEUR ET
    APPAREIL CONNEXE
Patent Applicant/Assignee:
  LEE John R,
Inventor(s):
  LEE John R,
  ALVENDIA John,
Patent and Priority Information (Country, Number, Date):

Fulltext Availability:
  Detailed Description

Detailed Description
... in a variety
  of ways. Younger students, for example, can make a

selection by touching **color - coded** figures displayed on a
touch-sensitive screen. More advanced students can make a
selection by...

...is made from
  the main screen. For exemplary purposes only, the choices
  of LESSON SEGMENT, **GAME** , **VIDEO** and END are illustrated in
  Figure 2, however it is to be understood that many...

 19/3,K/14   (Item 6 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00135860   **Image available**
**VIDEO HOLOGRAPHIC GENERATION (VHG) AND ANGLED SQUARE LENS REFRACTION
GENERATION HOLOGRAPHIQUE VIDEO (VHG) ET REFRACTION EN DIAGONALE A LENTILLE
    RECTANGULAIRE**
Patent Applicant/Assignee:
  LADY BEA ENTERPRISES INC,
  THOMAS Walter Carl,
  THOMAS Wayne William,
Inventor(s):
  THOMAS Walter Carl,
  THOMAS Wayne William,
Patent and Priority Information (Country, Number, Date):
  Patent: · WO 8700716 A1 19870129
  Application: WO 85US1346 19850717   (PCT/WO US8501346)
  Priority Application: WO 85US1346 19850717
Designated States: AT AT AU BB BE BG BR CF CG CH CH CM DE DE DK FI FR GA GB
  GB HU IT JP KP KR LK LU LU MC MG ML MR MW NL NL NO RO SD SE SE SN SU TD
  TG US
Publication Language: English
Fulltext Word Count: 48510
Fulltext Availability:
  Claims

Claim
... RSG color guns or pick up tubes of said T,V.
  camera, monitor, recievery or **video   game** means, to achieve
  dimensionality means without the aid of **color   coded** glasses. a.
  Circuit means of above said claims 36 abcdefghij.
  b, Means to connect a...
?

21/3,K/1   (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

01251977
**Entertainment   system,   entertainment   apparatus,   recording   medium,   and
     program**
**Unterhaltungssystem,   Unterhaltungsvorrichtung,   Aufzeichnungsmedium   und
     Programm**
**Systeme   de   divertissement,   appareil   de   divertissement,   support
     d'enregistrement et programme**
PATENT ASSIGNEE:
  Sony Computer Entertainment Inc., (2185312), 1-1, Akasaka 7-chome,
    Minato-ku, Tokyo 107-0052, (JP), (Applicant designated States: all)
INVENTOR:
  Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc., 1-1, Akasaka 7-chome,
    Minato-ku, Tokyo 107-0052, (JP)
  Shimamura, Hidekazu, Sony Comp. Entert. Inc., 1-1, Akasaka 7-chome,
    Minato-ku, Tokyo 107-0052, (JP)
LEGAL REPRESENTATIVE:
  Turner, James Arthur et al (74631), D. Young & Co., 21 New Fetter Lane,
    London EC4A 1DA, (GB)
PATENT (CC, No, Kind, Date): EP 1080757 A2 010307 (Basic)
APPLICATION (CC, No, Date):   EP 307636 000904;
PRIORITY (CC, No, Date): JP 99249364 990902
DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
  LU; MC; NL; PT; SE
EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI
INTERNATIONAL PATENT CLASS: **A63F-013/10**
ABSTRACT WORD COUNT: 169
NOTE:
  Figure number on first page: 16

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200110	717
SPEC A	(English)	200110	9710
Total word count - document A			10427
Total word count - document B			0
Total word count - documents A + B			10427

INTERNATIONAL PATENT CLASS: **A63F-013/10**

...ABSTRACT A2
    An entertainment system (10) comprises **display   color   code** setting
  means (310) for setting a suitable **display   color   code** for each of
  undefined **display   color   codes** in unprocessed message data (dDm),
  the message data generating means (314) for generating message data...

...each of character strings of data units is displayed in a color
  indicated by a **display   color   code** .

DIALOG(R)File 349:PCT FULLTEXT

00811474   **Image available**
SYSTEM AND METHOD FOR MANAGING ADVERTISEMENT AND INFORMATION DISPLAYS ON VEHICLES BASED ON AN E-COMMERCE SITE
SYSTEMES, PROCEDES ET PROGRAMMES D'ORDINATEUR SERVANT A PRESENTER DES INFORMATIONS SUR DES SIGNES
Patent Applicant/Assignee:
  VERT INC, 35 Medford Street, Suite 302, Somerville, MA 02143, US, US
    (Residence), US (Nationality), (For all designated states except: US)
Patent Applicant/Inventor:
  DUKASH Semyon, 32 Garrison Street, Apt 40-506, Boston, MA 02116, US, US
    (Residence), US (Nationality), (Designated only for: US)
  MANKINS Matt W D, 40 Springfield Street #3, Somerville, MA 02143, US, US
    (Residence), US (Nationality), (Designated only for: US)
  FRIDMAN Leonid, 105 Bailey Road, Somerville, MA 02145, US, US (Residence)
    , US (Nationality), (Designated only for: US)
  D'AGOSTINO Salvatore A, 625 Massachusetts Avenue, Cambridge, MA 02139, US
    , US (Residence), US (Nationality), (Designated only for: US)
  SELKER Edwin J, 90 Jason Street, Arlington, MA 02476, US, US (Residence),
    US (Nationality), (Designated only for: US)
  PORTER Edward W, One Longfellow Place, Unit 3018, Boston, MA 02114, US,
    US (Residence), US (Nationality), (Designated only for: US)
Legal Representative:
  PORTER Edward W (agent), Porter & Associates, One Broadway, Suite 600,
    Cambridge, MA 02142, US,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 200145065 A2-A3 20010621 (WO 0145065)
  Application: WO 2000US34549 20001215 (PCT/WO US0034549)
  Priority Application: US 99170914 19991215; US 2000226000 20000816
Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ
  DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ
  LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG
  SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
  (EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
  (OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
  (AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
  (EA) AM AZ BY KG. KZ MD RU TJ TM
Publication Language: English
Filing Language: English
Fulltext Word Count: 45613

Fulltext Availability:
  Detailed Description
Detailed Description
... most money. In some such embodiments the
  driver display will show a map of various **locations   color - coded**
  to **indicate** the relative earning potential associated with
  driving through each of them at various points of...businesses, such as
  web site. In some
  embodiments, it will be used as part of **video   games** . And, in
  some embodiments, it will be used by tourist bureaus for the one
  or...

DIALOG(R)File 349:PCT FULLTEXT

00571530   **Image available**
METHODS OF PAYING WINNING BETS
PAIEMENT DES GAINS AUX JEUX DE HASARD
Patent Applicant/Assignee:
  RUDD Clarence Ernest,
Inventor(s):
  RUDD Clarence Ernest,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 200034903 A1 20000615 (WO 0034903)
  Application: WO 99AU1098 19991206 (PCT/WO AU9901098)
  Priority Application: AU 987516 19981204; AU 999987 19990423
Designated States: AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK
  DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR
  LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ
  TM TR TT TZ UA UG UZ VN YU ZA ZW GH GM KE LS MW SD SL SZ TZ UG ZW AM AZ
  BY KG KZ MD RU TJ TM AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT
  SE BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
Publication Language: English
Fulltext Word Count: 3919

International Patent Class: **A63F-005/00**
Fulltext Availability:
  Detailed Description

Detailed Description
... 19; a row of seven player identification keys 22a-g which, in this
  embodiment, are **colour coded** to **represent** an individual **player ;**
  six bet keys 24a-f which correspond to a bet in roulette and namely a...

 25/3,K/3   (Item 3 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00513349   **Image available**
PLAYING CARDS
CARTES A JOUER
Patent Applicant/Assignee:
  HOYT David L,
  FLAHERTY Stephen M,
Inventor(s):
  HOYT David L,
  FLAHERTY Stephen M,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 9944701 A1 19990910
  Application: WO 99US4857 19990304 (PCT/WO US9904857)
  Priority Application: US 9834980 19980305
Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
  FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU
  LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA
  UG UZ VN YU ZW GH GM KE LS MW SD SL SZ UG ZW AM AZ BY KG KZ MD RU TJ TM
  AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM
  GA GN GW ML MR NE SN TD TG
Publication Language: English
Fulltext Word Count: 3977
Main International Patent Class: **A63F-001/00**
Fulltext Availability:
  Detailed Description

Detailed Description

... is the same as a standard playing card, but approximately twice the
  size. Further, the **location** **indicator** 26 may be **color** **coded** (no t
  shown), for example, all top cards are yellow, and all bottom cards are
  ...

 25/3,K/4 **(Item 4 from file: 349)**
DIALOG(R)File 349:PCT FULLTEXT
(c) 2003 WIPO/Univentio. All rts. reserv.

00463425   **Image available**
APPARATUS FOR PLAYING A WORD GAME
DISPOSITIF DE JEU A UN JEU DE MOTS
Patent Applicant/Assignee:
  SHALLESS Elizabeth Anne,
  SHÄLLESS Gregory Alan,
Inventor(s):
  SHALLESS Gregory Alan,
Patent and Priority Information (Country, Number, Date):
  Patent: WO 9853889 A1 19981203
  Application: WO 98AU398 19980529 (PCT/WO AU9800398)
  Priority Application: AU 977042 19970529; AU 981978 19980224
Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
  FI GB GE GH GM GW HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD
  MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG US
  UZ VN YU ZW GH GM KE LS MW SD SZ UG ZW AM AZ BY KG KZ MD RU TJ TM AT BE
  CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN
  ML MR NE SN TD TG
Publication Language: English
Fulltext Word Count: 8844
Main International Patent Class: **A63F-003/00**
International Patent Class: **A63F-09:22**
Fulltext Availability:
  Detailed Description

Detailed Description
... saved game from the memory
  and means for specifying the number of players in the **game** . Further,
  the
   electronic apparatus may include means for recommending to a player
  what cell
  the player should select...or computing apparatus having the computer
  data storage medium as described above. Play of a **game** using the non-
  electronic apparatus has been described earlier. When playing the
  electronic form of the **game** , each player may use the input means to
  select one or more of the displayed...front view of an apparatus of this
  invention in the form of a hand held **electronic**   **game** .

  Figure 1a is an enlarged view of the part of the apparatus shown in
  Figure...apparatus, the indicating means of the apparatus is the display
  of the selected cell's **assigned** letter in the **colour** **associated**
  with the **player** who received the reward, or in
?

```
File    9:Business & Industry(R)  Jul/1994-2003/May 14
           (c) 2003 Resp. DB Svcs.
File   15:ABI/Inform(R)  1971-2003/May 15
           (c) 2003 ProQuest Info&Learning
File   16:Gale Group PROMT(R)  1990-2003/May 14
           (c) 2003 The Gale Group
File   20:Dialog Global Reporter 1997-2003/May 15
           (c) 2003 The Dialog Corp.
File   47:Gale Group Magazine DB(TM)  1959-2003/May 13
           (c) 2003 The Gale group
File   75:TGG Management Contents(R)  86-2003/May W1
           (c) 2003 The Gale Group
File   80:TGG Aerospace/Def.Mkts(R)  1986-2003/May 14
           (c) 2003 The Gale Group
File   88:Gale Group Business A.R.T.S.  1976-2003/May 14
           (c) 2003 The Gale Group
File   98:General Sci Abs/Full-Text 1984-2003/Apr
           (c) 2003 The HW Wilson Co.
File  112:UBM Industry News 1998-2003/May 15
           (c) 2003 United Business Media
File  141:Readers Guide 1983-2003/Mar
           (c) 2003 The HW Wilson Co
File  148:Gale Group Trade & Industry DB 1976-2003/May 14
           (c)2003 The Gale Group
File  160:Gale Group PROMT(R)  1972-1989
           (c) 1999 The Gale Group
File  275:Gale Group Computer DB(TM)  1983-2003/May 14
           (c) 2003 The Gale Group
File  264:DIALOG Defense Newsletters 1989-2003/May 13
           (c) 2003 The Dialog Corp.
File· 484:Periodical Abs Plustext 1986-2003/May W2
           (c) 2003 ProQuest
File  553:Wilson Bus. Abs. FullText 1982-2003/Apr
           (c) 2003 The HW Wilson Co
File  570:Gale Group MARS(R)  1984-2003/May 14
           (c) 2003 The Gale Group
File  608:KR/T Bus.News. 1992-2003/May 15
           (c)2003 Knight Ridder/Tribune Bus News
File  610:Business Wire 1999-2003/May 15
           (c) 2003 Business Wire.
File  613:PR Newswire 1999-2003/May 15
           (c) 2003 PR Newswire Association Inc
File  621:Gale Group New Prod.Annou.(R)  1985-2003/May 14
           (c) 2003 The Gale Group
File  623:Business Week 1985-2003/May 15
           (c) 2003 The McGraw-Hill Companies Inc
File  624:McGraw-Hill Publications 1985-2003/May 15
           (c) 2003 McGraw-Hill Co. Inc
File  634:San Jose Mercury  Jun 1985-2003/May 14
           (c) 2003 San Jose Mercury News
File  635:Business Dateline(R)  1985-2003/May 15
           (c) 2003 ProQuest Info&Learning
File  636:Gale Group Newsletter DB(TM)  1987-2003/May 14
           (c) 2003 The Gale Group
File  647:CMP  Computer Fulltext 1988-2003/Apr W3
           (c) 2003 CMP Media, LLC
File  696:DIALOG Telecom. Newsletters 1995-2003/May 14
           (c) 2003 The Dialog Corp.
File  674:Computer News Fulltext 1989-2003/May W2
           (c) 2003 IDG Communications
File  810:Business Wire 1986-1999/Feb 28
```

? ds

```
Set     Items    Description
S1      515227   (VIDEO OR COMPUTER OR ELECTRONIC)(3N)(GAME? OR GAMING OR E-
                 NTERTAINMENT)
S2     1345763   ROLE()PLAYING OR SHOOTING OR FIGHTING
S3       57321   (COLOUR? OR COLOR?)(3N)(CODED OR HIGHLIGHT? OR ASSIGNED OR
                 SPECIFIED)
S4    27963807   MESSAGE?? OR DESCRIPTION? OR TEXT OR CHARACTER()STRING?? OR
                 FONTS OR TYPE
S5      379003   (INDICAT? OR REPRESENT? OR ASSOCIAT?)(3N)(PERSON? OR CHARA-
                 CTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? OR
                 OBJECTS OR MONSTER?)
S6        6753   S3(7N)(DISPLAY? OR SHOW OR VIEW? OR VISUAL? OR SCREEN?)
S7     6648867   HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS -
                 OR CHEETS (CHEAT OR CHEET)(3N)SHEETS OR CLUES
S8          98   DISPLAY()(COLOR OR COLOUR)()CODE?
S9           6   (S4 OR WORD OR WORDS)(S)S1(S)S3
S10          0   S1(S)S2(S)S3
S11        267   S7(3N)S3
S12          1   S11(S)S1
S13          1   S12 NOT S9
S14          0   S1(S)S8
S15          3   S5(S)S8
S16          3   S15 NOT (S9 OR S12)
S17          9   S2(3N)S3
S18          9   S17 NOT (S15 OR S9 OR S12)
S19          0   S1(S)S18
S20        183   S6(S)S7
S21          0   S1(S)S20
S22          0   S1(S)S3(S)S5
S23        191   S3(S)S5
S24          2   S23(S)GAMES
S25          2   S24 NOT (S17 OR S15 OR S9 OR S12)
```

9/3,K/1   (Item 1 from file: 275)
DIALOG(R)File 275:Gale Group Computer DB(TM)
>>>Accession number 1723586 is unavailable

9/3,K/2   (Item 1 from file: 484)
DIALOG(R)File 484:Periodical Abs Plustext

04870194   SUPPLIER NUMBER: 62716663   (USE FORMAT 7 OR 9 FOR FULLTEXT)
Pulling the virtual trigger
Ketcherside, John C
Marine Corps Gazette (FMCG), v84 n10, p66-67, p.2
 Oct 2000
 ISSN: 0025-3170   JOURNAL CODE: FMCG
 DOCUMENT TYPE: Product Review-Favorable
 LANGUAGE: English   RECORD TYPE: Fulltext; Abstract
WORD COUNT: 1256

TEXT:
...   contains the scenario editor. This is an outstanding potential
training tool.
     A review of any **computer** **game** must include the sound and graphics.
In The Operational Art of War, the effects are are represented by squares
color **coded** by country and, sometimes, by **type** . For instance, German
World War II units are uniformly gray, but Waffen SS units are...

...a criticism since the game is not meant to be a fast, "shoot 'em up"
type of simulation.
     The computer requirements for this game are a Pentium processor or
compatible, Windows...

9/3,K/3   (Item 1 from file: 608)
DIALOG(R)File 608:KR/T Bus.News.

00276799   Story Number: 21680   (USE FORMAT 7 OR 9 FOR FULLTEXT)
SAN JOSE MERCURY NEWS, CALIF., PHILLIP ROBINSON COLUMN
Phillip Robinson
San Jose Mercury News
May 15, 1995 20:07 E.T.
DOCUMENT TYPE: Newspaper   RECORD TYPE: Fulltext   LANGUAGE: English
WORD COUNT: 1454

...TEXT: for kids. In DOS and Macintosh versions, it shows the
famous Mario character from Nintendo **video** **games** in dangerous
situations, as
in Nintendo games, which you have to run and swim through by typing the
correct characters and **words** . They can choose beginner, intermediate or
advanced levels and set their own goals. Kids with **video** **games** at home
will
be familiar with Wet World and Tunnel of Doom. A **color** - **coded** , animated
keyboard image directs their fingers. Results are reported in characters
typed, errors made and **words** per minute racked up. Progress in learning
also
results in a Mario story unfolding, involving...

9/3,K/4   (Item 2 from file: 608)
DIALOG(R)File 608:KR/T Bus.News.

00276374   Story Number: 5528   (USE FORMAT 7 OR 9 FOR FULLTEXT)
SAN JOSE MERCURY NEWS, CALIF., PHILLIP ROBINSON COLUMN
Phillip Robinson
San Jose Mercury News
May 14, 1995 15:06 E.T.
DOCUMENT TYPE: Newspaper   RECORD TYPE: Fulltext   LANGUAGE: English
WORD COUNT: 1450

...TEXT: for kids. In DOS and Macintosh versions, it shows the famous
Mario
character from Nintendo **video   games** in dangerous situations, as in
Nintendo
games, which you have to run and swim through by typing the correct
characters and **words** . They can choose beginner, intermediate or advanced
levels and set their own goals. Kids with **video   games** at home will be
familiar with Wet World and Tunnel of Doom. A **color - coded** , animated
keyboard
image directs their fingers. Results are reported in characters typed,
errors
made and **words** per minute racked up. Progress in learning also results in
a
Mario story unfolding, involving...

9/3,K/5   (Item 1 from file: 613)
DIALOG(R)File 613:PR Newswire

00975662 20030505NYM074 (USE FORMAT 7 FOR FULLTEXT)
Sharp Introduces New Notevision A10S-SL SVGA Projector
PR Newswire
Monday, May 5, 2003 09:04 EDT
JOURNAL CODE: PR LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT
DOCUMENT TYPE: NEWSWIRE
WORD COUNT: 666

TEXT:
...while lowering fan noise from 35dB to
31dB -- relatively whisper-quiet for projectors of this **type** . 4500 hours
of
lamp life allows users to save the money they would normally spend...

...yet durable and
light enough for portable use. The projectors are HDTV, DVD, VCR and
video
 game station-compatible and offer multiple inputs, including RGB,
composite
RCA, S-Video and RS-232C...
...icon-based and uses common terminology rather than technical jargon.
Computer
and video inputs are **color - coded** to simplify setup for users when
connecting
cables to a PC, Mac or Workstation.
    Sharp...

Category Killers Move to Kids Arena

TEXT:
...of the year because of the climate.
Colvin was selective about vendors. Commonplace retailers, and
 video   games are not welcome at the mall. "We have to have very unique
stores and a...

...materials are
located under one roof. "They shop and play with almost a category-
killer **type** of mentality," he says.

Mania for Animals
In addition to stores like Jungle Jam (musical...stands in the center of
the food atrium
* Railings and columns on each floor are **color   coded**
* Music piped throughout the mall is customized to the clientele
and time of day (swing...
?

16/3,K/1   (Item 1 from file: 9)
DIALOG(R)File   9:Business & Industry(R)
(c) 2003 Resp. DB Svcs. All rts. reserv.

3707438 Supplier Number: 03707438   (USE FORMAT 7 OR 9 FOR FULLTEXT)
Engineering Tools Move into Cyberspace.

Transmission & Distribution World, v 55, n 3, p NA
March 01, 2003
DOCUMENT TYPE: Journal   ISSN: 1087-0849   (United States)
LANGUAGE: English RECORD TYPE: Fulltext
WORD COUNT: 1857

     (USE FORMAT 7 OR 9 FOR FULLTEXT)

TEXT:
...PacifiCorp also provides substation loading information to OVS so that
maps can be generated to **display   color - coded** substation **locations**
to **represent** peak-load substation transformer utilization. OVS is
equipped with excellent reporting capabilities to generate detailed...

 16/3,K/2   (Item 1 from file: 15)
DIALOG(R)File   15:ABI/Inform(R)
(c) 2003 ProQuest Info&Learning. All rts. reserv.

02557076 322116741
Engineering tools move into cyberspace
Williams, Bradley R; Mansfield, Curtis; Brown,   Richard E; Kazemzadeh,
Hormoz
Transmission & Distribution World v55n3 PP: 27-36 Mar 2003
ISSN: 1087-0849   JRNL CODE: TMD
WORD COUNT: 1945

...TEXT: PacifiCorp also provides substation loading information to OVS so
that maps can be generated to **display   color - coded** substation
 locations   to   **represent**   peak-load substation transformer utilization.
OVS is equipped with excellent reporting capabilities to generate detailed
...

 16/3,K/3   (Item 1 from file: 636)
DIALOG(R)File 636:Gale Group Newsletter DB(TM)
(c) 2003 The Gale Group. All rts. reserv.

05516721   Supplier Number: 98979011 (USE FORMAT 7 FOR FULLTEXT)
Engineering Tools Move into Cyberspace.
Williams, Bradley R.; Mansfield, Curtis; Brown, Richard E.; Kazemzadeh,
Hormoz
Transmission & Distribution World, v55, n3, pNA
March 1, 2003
Language: English   Record Type: Fulltext
Document Type: Magazine/Journal; Trade
Word Count: 2057

...   PacifiCorp also provides substation loading information to OVS so
that maps can be generated to **display   color - coded** substation
locations to **represent** peak-load substation transformer utilization. OVS
is equipped with excellent reporting capabilities to generate detailed...
?

25/3,K/1   (Item 1 from file: 88)
DIALOG(R)File 88:Gale Group Business A.R.T.S.
(c) 2003 The Gale Group. All rts. reserv.

05965404   SUPPLIER NUMBER: 79900663
**Employment and unemployment developments, August 2001.(Statistical Data
   Included)**
Employment and Earnings, 48, 9, 1(133)
Sept, 2001
DOCUMENT TYPE: Statistical Data Included   ISSN: 0013-6840
LANGUAGE: English   RECORD TYPE: Fulltext
WORD COUNT: 50717   LINE COUNT: 24412

...   primary or secondary job   --   --

   (1) Multiple jobholders as a percent of all employed persons in
   specified group.

   (2) Includes a small number of persons who work part time on
   their primary...

 25/3,K/2   (Item 1 from file: 610)
DIALOG(R)File 610:Business Wire
(c) 2003 Business Wire. All rts. reserv.

00678961 20020313072B6239 (USE FORMAT 7 FOR FULLTEXT)
**New York Icon FAO Schwarz Invites LA to Come Out and Play at Newest
Flagship Location - The Grove at Farmers Market-NY Meets LA When Former
Yankee and Baseball Legend Reggie Jackson Squares Off Against Former LA
Dodger Star...**
Business Wire
Wednesday, March 13, 2002 08:02 EST
JOURNAL CODE: BW LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT
DOCUMENT TYPE: NEWSWIRE
WORD COUNT: 1,085

...the key word during the FAO Schwarz grand opening
weekend, which will be filled with **games** , special appearances, free
giveaways, and plenty of fun. Taking center stage is a reprisal of...

...FAO Schwarz at the Grove will have
an assortment of FAO exclusive boutiques and those **representing** kids'
favorite **characters** . The opening assortment of shops includes an FAO
Schweetz interactive candy store, FAO Baby - offering...

...of
the store, FAO Schwarz at the Grove features a free flowing floor plan
with **color - coded** ceilings that lead visitors to boy, girl and infant
departments. FAO Schwarz official Toy Demonstrators...
?

Questions surround video market; following Wall Street jolt, game makers shift attention to home computers.

Leccese, Donna

TEXT:

Questions surround video market

Despite the shock waves that video games sent throughout the financial world in early December, and the resulting negative publicity, toy buyers have not lost interest.

Based on early reports, Christmas 1983 was good for video products. However, now that supply has met demand, retailers face tougher decisions concerning duplication of product, limited shelf space, decreased profit potential, and the relatively short life span of game cartridges. But buyers are not the only ones with unanswered questions. Because of recent events, manufacturers are also re-evaluating the market situation.

The first jolt came on December 8 when Warner Communications, which owns Atari, announced that anticipated earnings for 1982 would be 10 to 15 percent better than 1981's--significantly below previous expectations. Disappointing sales of Atari game cartridges and substantially lower sales of Atari coin-operated games were blamed.

Warner's report, which drove the company's stock down 16 3/4 points, also sent the prices of other game makers, and most surprisingly, those of top video retailers, tumbling. The announcement from Warner was followed by word from Mattel that it would show a loss for the fiscal fourth quarter attributed to a weak retail environment and higher marketing costs, a direct result, it says, of tougher competition in the industry.

At least one independent software producer was also affected. In November, Imagic reported that sales in its first full fiscal year, which ends in March, could exceed $75 million. The company had planned to become the first public company born out of the video game industry in December, but in light of unsettled market conditions, it decided to postpone its public offering of common stock until early this year. When market conditions are clarified, and its new products are introduced, the company is planning to proceed.

Perhaps the market is already passing the hurdles. Games By Apollo, the first video company to report financial problems, filed for protection under Chapter 11 last November. However, the company was back in action at the Winter Consumer Electronics Show, with the introduction of four new game cartridges. Like other software producers, most new products will be geared for home computers or the new Atari 5200, rather than the Atari 2600.

According to industry analysts, most software manufacturers should probably shift their attention to the home computer market. By the end of 1982, video game penetration in the American home was projected to be at 20 percent, compared to just 2 percent for the home computer. Although many video game makers see the merging of the two markets in the near future, they still think 1983 will prove to be another strong year for video.

In his report "The Video Game Industry,' issued in February, 1982, analyst Richard Simon of Goldman Sachs found that "due to improving technology, lower price points, foreign market potential, and still modest penetration in the U.S., healthy growth could be realized through 1985.' Simon does note, however, that the continuing flow of competitors could result in a "culling of the weaker participants by the end of 1983.'

Simon continues, "A strong presence in computers, along with a

substantial software backup will be required to maintain a secure position in the home video game marketplace.' This year Simon believes there will be a major shift toward marketing, and says many competitors will not be able to measure up to the challenge.

According to the report, home computers represent the most confusing element from both competitive and market saturation standpoints. There is an ever-increasing overlap between computers and games, and the line is being erased by game software for computers, limited educational capabilities of games, hybrid systems, and converging marketing strategies, Simon states.

The report concludes by predicting that the flow of computer game software and the development of lower-priced computers will result in a merging of the two product markets for the average consumer. "High and low priced pure game markets will continue to exist, but computer games that are priced at or below the high priced game should eventually become interchangeable with these games,' Simon speculates. "We believe a major computer effort will be essential to game manufacturers' long-term presence in the industry.'

For now, video is still out in front. There are some 400 titles on retail shelves designed for game systems, and by year-end about 200 more will be added. Avertising expenditures for the games will be in the area of $200 million.

Turn the page for PLAYTHINGS' extensive coverage of this year's new offerings.

Thumb Power puts imprint on its new handheld games

Thumb Games from Thumb Power is a new advanced line of electronic handhelds. Manufactured by Masuyada Games of Japan, Thumb Games will be introduced in eight different versions. ·

Thumb Games feature slimline design, color graphics, beginning and expert play levels, and continuous action display to attract consumer attention.

Each game has a built-in stand and doubles as a highly accurate digital alarm clock. Its LCD display is large for easy reading. All Thumb Games contain two games in one, each with a sophisticated rendom factor.

Two Thumb Games, "Samurai vs. Ninja' and "Jungle Adventure/ Woodman,' have patented, alternating display graphics for exclusive motion and dimensional qualities similar to full size video arcade games. All Thumb Games come with long life NiCad batteries.

Magnetic Tape enters with ZiMAG games

Magnetic Tape International is entering the electronic video games business by releasing 12 games in cassette, cartridge, and floppy disk configurations.

The games released in cassette and floppy disk formats are compatible with the Atari 400/800 Computer and the Commodore Vic 20 equipment. Games issued in cartridge format are compatible with the Atari 2600, Commodore Vic 20, and Sears Tele-Games.

The 12 video games, all original productions, will be advertised under the ZiMAG brand. Some of the titles are: Station ZiMAG, Wabaloo, Nineball, Inca Sun, Space Mines, River Race, and Cat-Nap.

Comma Vid punctuates its video game line with alien missions

Cosmic Swarm, Room of Doom, Mines of Minos, and Mission Omega are the current video games from Comma Vid.

The firm's aim is to keep the player involved and he or she must fight off the attacking alien termites before they jam your space station in Cosmic Swarm.

Room of Doom asks the question: Can you escape from the gunmen trying to annihilate you? In Mines of Minos, aliens stalk the corridors. A single robot survives to battle them. It's the last mission from earth, and you are the only one who can save the universe--that's Mission Omega.

Data Age takes a rock 'n roll trip with Journey

Data Age says that the world's first rock 'n roll video game is being

produced by the firm along with Journey, a San Francisco rock group. The game, Journey Escape, comes from the rock group's latest release, "Escape,' which has sold more than 5.5 million copies.

Journey Excape will be supported by a heavy promotional campaign during the first quarter, according to Data Age, and will be concurrent with Journey's 1983 national concert tour.

In addition to Journey Escape, three other games are being released. All are compatible with the Atari 2600 VCS. They are Bermuda Triangle, Frankenstein's Monster, and Secret Agent (a tentative title).

The player in Bermuda Triangle ventures to the bottom of the ocean and discovers a lost city. The goal is to collect as many artifacts as possible before the giant squids, sharks, mines, robotic sea creatures, and lasers get you.

In Frankenstein's Monster, you must gather stones from the dungeons of the castle and carry them to the tower where the monster is being created. There, you must construct a barrier around the monster before the ghoulish creatures stop you.

Secret Agent puts you in the Swiss Alps where one of your agents is being pursued by enemy spies. Amid gunfire, secret military documents and billions of dollars in stolen money fall over the edge of an abandoned bridge. You collect the valuables while avoiding grenades, timber, and other hazards.

Parker Brothers announces debut of computer software

Responding to the growth of the personal computer market, General Mills' Parker Brothers is entering the market for personal computer software. Entry into this market follows the company's introduction to the video game category last year.

In 1983, Parker will produce a line of game cartridges, which will be compatible with such home systems as the Atari, Commodore, and Texas Instruments.

The software line will include products for game players of all ages. Popular arcade games such as Frogger will be included. Adventure games are being developed and Parker also will introduce a series of children's games.

Among the home video games is Marvel Comics' Spider-Man, whose mission is to save the city from destruction by an army of petty criminals led by the infamous Green Goblin. Spider-Man is compatible with the Atari Video Computer System and Sears Video Arcade, and Parker plans to make it compatible with Intellivision by summer.

Players can paint the town in Amidar home video game. Reflexes are put to the test in this one-player game. The challenge is to furiously trace maze lines with gorillas or paint rollers while wild warriors and pigs chase in hot pursuit. Amidar is compatible with Atari and Sears systems.

Tolkien's magical kingdom is featured in Lord of the Rings, which will be compatible with the Atari and Sears systems in the fall and with Intellivision at the end of 1983. Lord of the Rings can be played by one or two players, aged 10 to adult.

Luring gamesters into the treasure troves of King Tut's tomb is Parker's Tutankham. Entombed deep within the earth, the mystery and the magic of the King Tut legend endures. Players venture into the depths of the tomb in search of keys that will unlock secret vaults rumored to be laden with fortunes in treasure.

Other home video games from Parker Brothers are Reactor, Super Cobra, Sky Skipper, Strawberry Shortcake Musical Match-ups, The Incredible Hulk, and James Bond Agent 007.

Ms. Pac-Man and Donkey Kong Jr. swing into Coleco

Ms. Pac-Man and Donkey Kong Junior have entered Coleco's line of electronic, self-contained portable tabletop arcade games.

Coleco has been granted an exclusive license by Midway for Ms. Pac-Man and by Nintendo for Donkey Kong Junior to manufacture the only

tabletop versions of the hit arcade games.

Ms. Pac-Man is styled after the arcade game with its authentic decorations, large, bright multi-colored vacuum fluorescent display, and two joystick controls. It's two games in one.

In Donkey Kong Junior, Mario the carpenter has captured and caged his former adversary, the mighty Donkey Kong. But help is on the way, for Donkey Kong Junior will try to save his dad. The game is recommended for players ages 8 to adult.

Zaxxon now is available in a tabletop model, licensed by Sega Enterprises. The unit features Zaxxon graphics, two vacuum fluorescent displays, an aircraft-style joystick, and two fire buttons.

Coleco also is expanding its line of high-resolution Coleco Vision video game cartridges. During the first six months of 1983, Coleco will market 15 new cartridges bearing wellknown titles licensed from the arcade, motion picture industry, sports world, and other areas of entertainment.

In the arcade area, Coleco will offer Space Fury, Space Panic, Victory, Donkey Kong Junior, Looping, Gorf, Pepper II, Mr. Do, and Buck Rogers on the Planet of Zoom. Also available will be Slither--included with Coleco's new Roller Controller.

From the motion picture industry, Coleco has selected the boxing idol Rocky for its boxing game cartridge, Rocky Battles the Champ.

In sports, cartridges will include Skiing, Contact Football, and Contact Baseball.

Ken Uston, the famous cardcounter and video game expert has been chosen to sponsor Coleco's new gaming cartridge which is called Ken Uston Blackjack/Poker.

With its development of the Super Action Controller, Coleco has made it possible for the ColecoVision player to see and hear and also physically feel sports game action right in his hand. The controller offers more precise control and more play options than ever possible before in home video game playing, according to the firm.

The new Roller Controller, a control console used with Coleco Vision, provides precise, fingertip control over the speed and direction of the video characters. The Roller Controller console features a free rolling track ball that gives the player 360-degree field movement of the game characters.

Coleco's line of video game cartridges for play on the Atari 2600 Video Computer System or on the Intellivision Master Component has been expanded. In the first half of '83, Coleco will bring out seven titles for use with the Atari 2600 VCS. The games include Donkey Kong Junior, Looping, Mr. Do, Zaxxon, Turbo, Rocky Battles the Champ, and Smurf Rescue in Gargamel's Castle.

For use with the Intellivision Master Component, Coleco will offer Donkey Kong Junior, Looping, Peper II, Mr. Do, Turbo, Mouse Trap, Zaxxon, Lady Bug, Venture, Cosmic Avenger, and Smurf Rescue in Gargamel's Castle.

Atari Kid's Library opens fun games and educational vistas

The Atari Kid's Library describes Atari's growing collection of educational fun and games for children under age 12.

The manufacturer had joined with various other companies to create a special place for young people in the video computer game market. Some of the other firms are Children's Computer Workshop, United Features Syndicate, Walt Disney Productions, and Henson Associates.

Games developed for this age group have been especially designed and play-tested to insure maximum benefit, enjoyment, and accessibility, according to Atari. A special controller using easily understood keypad overlays has been designed to aid a child's emerging motor skills and recognition abilities. Each game is appropriate to its age level.

In cooperation with the Children's Computer Workshop, Atari is releasing five game cartridges for the VCS 2600 system. These games are designed for 3-7 year olds. Later in the year, Atari will release other CCW games for the Atari 5200 Advanced Game System.

Oscar's Trash Race, an exciting race, reinforces counting and numeral recognition skills. It will be available in July.

Available in May will be Cookie Monster Munch, a maze game that develops mapping skills for youths.

Available in July will be Alpha Beam and Big Bird's Egg Catch, and Grover's Music Maker will be shipped starting in May.

The Peanuts' characters from United Features will join the Atari Kids Library in the fall. The games are designed for preteens.

Atari is working with Disney Productions to develop game cartridges for preteens. The games will feature such Disney characters as Mickey Mouse, Donald Duck, and Snow White.

Entex goes hog wild over Piggyback entry

The Entex 2000 Piggyback Computer uses state-of-the-art electronics to convert the Atari 2600 and 2600A VCS units and the Sears Tele-Game Video Games Systems into a high-powered, full-size family home computer.

With its built-in 8K BASIC, the Entex 2000 is ready to be used as a computer right after plugging it into the Atari.

There are a full-sized keyboard, nine special-function keys, and four cursor movement keys.

Available for the 2000 will be the optional 16K expansion module and the peripheral expansion cartridge for cassette interface and RS-232 compatibility.

The heart of the Entex 2000 computer is its microprocessor. The Entex 2000 uses the high-speed, eightbit Z-80A coupled with its 8K BASIC and 3K of RAM for a highpowered data system.

The display section of the Entex 2000 features 128 characters and a 32 by 16 character display for ease of viewing on any black and white or color TV.

Software for the Entex 2000 will be in the form of cartridges, which will be designed for programs that will help manage a household, programs that teach, and programs that make learning fun.

TI's motto: Make learning come to life

Texas Instruments has increased its collection of learning aids in the categories of Magic Wand Speaking Reader, Speak & Spell, Speak & Math, Touch & Tell, Speak & Read, and The lettle Professor.

The voices of TI's learning aids have Solid State Speech, which provides human inflection, tone, and fidelity, according to the firm.

Starting with its own 56-page companion storybook, the Magic Wand Speaking Reader unlocks the world of the written word for children 4 and up. Magic Wand actually reads printed books, posters, cards, and games. For the first time, a young child can hear a book read aloud without a parent or teacher.

Among the TI books are My First Animal Book; Zany Zingers; Sprites' Adventures at the Circus; Monsters Everywhere; Wings, Wheels, and Waves; Mac's Big Surprise; The Wonderful Sound Store; The Droopy Dragon; and The Alphabet Zoo.

In the TI character series, there are Spider-Man and the Disappearing Zoo; Talking E.T. Wordbook; The Berenstain Bears' Olympics; The Great Monster Party; Time of the Dinosaurs, as well as others.

A number of books have been produced in collaboration with Golden Books, Western Publishing Co. They include Addition Magician; Where, Oh Where, Is Baby Bear?; and We Can, Can You?, and eight others.

Speak & Spell brings spelling exercises to life for grades one through eight.

Speak & Math is directed toward children in grades one through six and Speak & Read is for preschoolers through grade three. Among the latter's cartridges are Dog on a Log, On the Track, Who's Who at the Zoo, A Seal That Could Fly, and others.

There are seven Touch & Tell cartridges and included are Alphabet Fun, All About Me, and E.T.

The Little Professor is called a math student's best friend by the

firm, and it has 50,000 preprogrammed problems.

Low-cost personal computer tapped out by Video Technology

Video Technology is making news with the VZ100, designed for
beginners, expandable to advancing levels, and priced below less
sophisticated units, according to the firm.

The VZ100 Personal Computer has a 3K byte Random Access Memory and
BASIC, the universal computer language. The company says the VZ100 is the
only computer in its price range to offer a full-size, professional styler,
movable-key key-board with soft-rubber keys arranged to help even an
unskilled typist avoid errors. The VZ100 can use any cassette tape recorder
as a menory storage.

As user's skills increase, the VZ100 can be expanded. Video
Technology offers a complete range of peripherals including 16K memory
expansion, 64K memory expansion, joysticks, printer, light pen, modem, disc
drives, bar code reader, monitor, and a full line of software.

Get organized with Westmark

Videopak, The Ultimate Organizer, is being unveiled by Westmark to
organize video games.

The firm claims the Videopak is the first video game organizer that
also is a game console, storage unit, and carrying case.

Videopak accepts Atari, Intellevision, and ColecoVision units. It is
made of high-impact ABS plastic and styled in a computer-age design. With
Videopak, the video game is placed on a playing console, the cartridges are
organized, and the game and accessories may be stored in the convenient
molded cover.

For persons who already have disposed of the manufacturer's boxes,
the VPA-8 insert is available to hold the game cartridges, books, and
overlay cards. With the introduction of the leg module, Videopak will
convert into a video game table.

Nintendo is going ape over Donkey Kong Junior

Can the son of Donkey Kong save his para from Little Mario's
impenetrable prison?

That is the question Nintendo is asking.

The firm says that Donkey Kong Junior offers exciting sound effects,
visual imagery, and challenging playboards.

Donkey Kong Junior is a death-defying little monkey, shrewd, and
cunning, who resists all enemies to rescue Papa Donkey Kong.

Popeye is smashing his way into video games via Nintendo. The
longtime favorite character again is giving a "pow' to Brutus.

Nintendo also has two-way microcomputer games with built-in alarm,
called Game & Watch. They come with their own stands, and they fit neatly
in breast pockets. Some of the titles: Parachute, in which skydivers jump
from a helicopter and a lifeboat tries to catch them; Octopus, in which
divers search for treasure on the ocean floor while evading the tentacles
of an octopus who tries to catch them; Popeye; Fire; Turtle Bridge, and
Fire Attack.

Game & Watch also comes in a double-screen version, which opens up
into a two-screen game. Two titles: Donkey Kong and Oil Panic.

Nintendo's Radar Scope demands acute concentration and coordination.
Its special features include rapid-fire laser blaster, full-color monitor,
three-dimensional vectors, curvature of field, difficulty programmed by
operator, one or two-player selectability, low maintenance and high
reliability, and adjustable coinage.

Yamaha making music with its Mini-Printer

An electronic musical keyboard that prints musical notes has waltzed
into Yamaha Specialty Products.

Using the same memory keyboard as Yamaha's earlier models, the
Mini-Printer MP-1 records notes and chords, time signatures, and flats and
sharps on a treble clef staff printed on adding machine-like tape.

The memory allows a person to play duets or counterpoint with the
MP-1, and the MP-1 has a 480-note or 120-chord capacity.

Designed primarily for home use, the MP-1 weighs just over four-and-a-half pounds and operates on AC or batteries. Yamaha executives see a wide range of applications in addition to entertainment--they believe composers, arrangers, teachers, and students will find the MP-1 useful. The firm has stated that this is the only consumer version of a musical printer.

After practicing a song or composing a new melody, the player can use the keyboard's Easy Print function to obtain a printed score at the touch of a button.

Koch Co. releases the Triggerstik

The Koch Co. has brought out Triggerstik, which the frim calls the only arcade-style joystick adapter for home video game use featuring the fire button on top.

Triggerstik is designed to convert Atari and compatible joysticks to arcade-style operation. It slips on and twists into position, requiring no assembly, no wires, and no electricity.

Free point-of-purchase displayers are available. Koch Co. is the exclusive sales and distribution entity for Triggerstik, which is manufactured by Alpha Enterprises of Canton, Ohio.

Rich Koch, president of the Koch Co., designed Triggerstik. He said the Triggerstik is five times less expensive than the average price of competitive joystick units.

Mattel Electronics sparks line with Aquarius and Intellivision

Two major product introductions are highlighting Mattel Electronics' 1983 line.

One is the firm's entry into the TV-compatible, low-priced homecomputer field with a versatile freestanding computer console under the Aquarius brand name. The unit and its peripheral and software products offer consumers significant advantages, including memory expansion, beyond the capability of competitive products, according to Mattel Electronics.

The firm's Aquarius System has been designed for simple operation and programming and will serve the entire family from beginners to sophisticated users. It has maximum memory capability of 52K.

Aquarius Console features CP/M capability, built-in Microsoft BA-SIC, 16-color graphics and the ability to display 256 different characters on the user's TV screen. Peripheral products include a 40-column thermal printer, a data recorder, and the Aquarius Mini Expander, which accommodates a memory cartridge and game cartridge and provides two-hand controllers for enhanced game play. Four primary categories of plug-in software will be available, including Education, Home Management, Personal Improvement, and Entertainment.

A breakthrough in software development has been achieved with a low-priced LOGO cartridge that does not require purchase of additional hardware to utilize the program.

Additional hardware and software components may be purchased separately.

Strong retail merchandising and promotional activities will be under-taken to build consumer awareness.

The second major product available through the firm is the Intellivision Entertainment Computer System featuring the fully programmable Intellivision Computer Keyboard and Adaptor Modules, which perform the functions of a sophisticated home computer when used in combination with the Intellivision Master Component video game console.

Based on results from test markets in 1981-82, the original Keyboard Component has been redesigned as a home computer. Initial distribution is expected by mid-1983.

When the Computer Keyboard and Adaptor Modules are plugged into the Intellivision Master Component's 16-bit microprocessor, the system utilizes built-in BASIC program language and a range of software. It includes **color - coded** graphics to **teach** children through game play, three-dimensional graphics combined with music, a new generation of sports games, as well as

the opportunity for individuals to program their own home **video** **games** for **entertainment** .

Move over, Sinatra, Odyssey has The Voice

For the first time, according to Odyssey, home video games can talk back to the players.

The Voice, a speech and sound effects module, can be attached to a standard Odyssey2 console with no extra wires or cords. With special cartridges, it can help children learn to spell or do math problems as well as provide arcade-like sound enhancement.

For example, with the new Type and Tell cartridge, a player can type in any message on the Odyssey 2 keyboard and The Voice will repeat it word for word. By using a little imagination, players can create their own sound effects such as a train whistle or the clackety-clack of a broken down car.

Other educational cartridges for The Voice include Nimble Numbers N.E.D. and S.I.D. the Spellbinder. Both games feature arcade action as a reward incentive to keep the children's attention.

New arcade games with voice and sound capabilities include Attack of the Timelord, Smithereens, P.T. Barnum's Acrobats, and K.C.'s Krazy Chase, an updated version of one of the firm's most popular cartridges.

In addition, a new generation of arcade, sports, educational, and Master Strategy Series game cartridges that utilize The Voice will be made available.

Ultravision brings the arcade home with portable unit

A self-contained portable unit with 10 diagonal high-resolution color monitor, the Ultravision system treats viewers to superior graphics and screen effects --similar to those available on coin-operated games.

A built-in dual-speaker sound system enhances special effects such as reverberations, time delay, and echo. Headphone jacks for optional private listening and volume control also are built in.

Ultravision is computer compatible and expandable. It is powered by a 6502 microprocessor, the same chip that powers the Apple II, Atari 800, Commodore, and other personal computers. It has 64K RAM memory, and peripherals easily can be added through the console's input-output ports.

The system also may be used with VCRs and cameras, for remote play, and for home-security monitoring when connected to a closed-circuit camera. It's also a TV, which runs on its own system. Software and accessories are available.

PM Industries is playing up to six handheld computer games

Six handheld computer games with built-in quartz clocks have been tapped for this year's PM Industries' line. Two of the games also incorporate full calculator functions. The games have outer space, sports, and adventure themes.

Shuttle Voyage and Thief in Garden have the calculator functions. They add, subtract, multiply, and divide, as well as do mixed, constant, power, and percentage calculations.

The other four games are Space Rescue, Space Mission, Spider, and Goalkeeper.

All six games have clock/watch functions, and each is 4 1/4' wide by 3' high by 1/2' thick. Screens are liquid crystal displays and the games are powered by two 1.5 volt penlight batteries.

Recreational programs on tape help Commodore sail into '83

Commodore is setting the pace with a line of recreational programs prerecorded for use with the VIC 20 Personal Computer and Commodore's Cassette Tape Recorder.

Car Chase is a race car simulation that lets the player match wits against the computer. The player races around a mazelike track, picking up points, but the computerized car is racing around in the opposite direction, trying to crash into the player. Fast action for all ages.

Two games in one is Slither/Super Slither. Slither is a beat-the-clock-type game. Numbered targets appear and disappear at random. Can the player guide the Slither to the target and get the points before

time runs out? Super Slither is even harder.

The Blue Meanies From Outer Space are coming. To defend oneself, the player has laser cannons, fuel supply ships, and a repair robot. The Meanies get meaner after the first wave. This game is especially designed for young computerists.

VIC 21 Casino Style Blackjack asks the question: Can you beat the dealer? One or two players are pitted against the house.

Biorhythm/Compatibility. Are you compatible with your boss? Lover? Relatives? The VIC Biorhythm Game charts your biorhythms and compares you with anyone you choose. You can find out which days are intellectually, physically, or emotionally critical.

Spacemath is an educational game for children in grade one through five.

It combines elementary math drills with the excitement of a space · action game.

Robot Adversary declares checkmate on the 21st century

The game of chess jumps into the next century with Robot Adversary, now available from Novag Industries, through Gavon Corp.

The unit is controlled by a powerful microcomputer program, the 24K My Chess.

State-of-the-art technology enables Robot Adversary to "think' up to nine moves in advance and solve mate in seven.

The unit teaches and challenges, offering levels of play from beginner through Grand Master. No buttons or codes are required to play because the computer responds to the actual manipulation of the pieces on the board.

After each game, the board resets itself automatically and continues with a new match.

Automated Simulations introduces ROM cartridges

A series of ROM cartridge games for the Atari 400/800 and Commodore VIC-20 personal computers has been produced by Automated Simulations/ EPYX.

The ROM (read-only memory) cartridge contains its own printed memory circuits and only needs to be plugged into the computer for instant access to its contents. In contrast, cassettes and disks require both waiting time and a series of commands to the computer to load their contents into its memory.

EPYX games combine the fast action, sound and color graphics of an arcade game with strategy and creative problem-solving.

Temple of Apshai, available in cassettes and disks, was dubbed Computer Game of the Year by the Game Manufacturers' Association. It now is available for the Atari, IBM, and Commodore 64 home computers. In addition, for Apple owners, fully animated real-time graphics and sound effects have been added. Sound effects and enhanced graphics also have been added to the TRS-80 version.

Among EPYX's games are Monster Maze, Alien Garden, as well as its Plattermania.

Monster Maze features 3-D graphics, ever-changing mazes, and nine progressive levels of skill. More than 40 different monsters hunt down the player as he moves through the maze. He finds gold bars and vitamins, which enable him to destroy the monsters and escape, unless he uses up his nine lives.

Monster Maze is available in ROM for the Atari 400/800 and VIC-20, and game also is available on disk for the Apple and on cassette for the TRS-80.

In Alien Garden, the player is a hungry alien, challenged to survive in a world of up to 19 mysterious crystal life forms. He must decide whether to sting, avoid, or eat each type of crystal. Nine skill levels add to the challenge.

Plattermania features fully animated color graphics of a circus performer and his swaying rods, each balancing a spinning plate.

Computer Practice Keyboard Co. goes portable

To make keyboard fingering a lot easier to learn while away from an actual computer, Computer Practice Keyboard Co. has produced a printed keyboard with each special key function explained so it is possible to practice finger positions any time or any place.

The firm says the product, Portable Keyboard, is especially good for someone who is studying a particular computer but has not bought one.

Scholastic whizzes in with Wizware

Scholastic Inc. enters the retail computer software market with Wizware, a line of computer programs for children 8 to 14. Wizware is designed to be an interactive gateway to learning about an array of topics--art, literature, and simple computer progrmming, for example.

Six program titles are slated for delivery in the spring in disk and cassette formats. These will be compatible with the Apple II Plus, Atari 800/400, TI 99/4A, and VIC-20.

Included are: The Microzine, the first computer "magazine' for children; Square Pairs; Turtle Tracks; Nerd Alert; Your Computer; and Electronic Birthday.

Activision's vision: Many new cartridges for 1983

Oink!, which will be released in March, is one of the new games planned by Activision.

The game is the first Activision game from designer Mike Lorenzen, and it is for one or two players. A modern version of the tale of the three little pigs and the wolf, the challenging and suspenseful game is compatible with the Atari Video Computer System and the Sears Tele-Games Video Arcade.

Because everybody like to play the bad guy sometime, one of the two-player versions of Oink! lets players interchange roles between the frightened piggie and the villain wolf. The switch is made each time the pig hotfoots it off the screen.

Promotional support for the game will include a TV advertising campaign as well as four-color ads in consumer and trade magazines.

Another new game is Seaquest, a nautical adventure and action game designed by Steve Cartwright. It combines the adventure of a deep sea treasure expedition with the frenzied action of an underwater naval battle in shark-infested waters.

Dolphin, to be shippped in April, is the first Activision game from Matthew Hubbard. In the single-player undersea chase, sound is an essential element of the game play. Dolphin demands that the player use his ears as well as his eyes to master the play. Using the Joystick Controller, the player outruns the squid by guiding the crafty dolphin through small gaps in the vertical walls of sea horses.

Keystone Kapers, the first Activision game from Garry Kitchen, is a single-player madcap chase between a lovable Irish cop and a roguish robber. It takes place in a 1920s department store.

In River Raid, the player needs a pilot's skill, a strategist's savvy, and a fighter's nerve.

River Raid was designed by Carol Shaw.

The above games also are compatible with the Atari and Sears, as are the planned Plaque Attack, Enduro, and Robotank.

For Mattel's Intellivision, Activision has designed Pitfall! and Stampede, which will be distributed in 10 countries in Europe and in Australia. Happy Trails also is compatible with Intellivision.

Starpath casting out Dragonstomper

Dragonstomper, Starpath's second Multi Load game for the Atari Video Computer System, has been brought out.

Starpath probably is best known for its Supercharger, a hardware innovation that brings increased computing power to the Atari VCS and allows its games to be recorded on audiocassettes. The cassette medium achieves greater memory capacity and game complexity at substantially lower prices than other game cartridges for the VCS.

A Multi Load game differs from other video games because it combines

a series of games, based on a single theme, onto one cassette. It is similar in concept to the chapters of a book.

Each game, or load, adds new characters, scoring, and objectives, as well as increasing levels of difficulty.

In Dragonstomper, the player travels first through a medieval land (the first load), battling demons and beasts, and gathering strength, gold, and wares. Then the player crosses the bridge into a windswept desert (the second load.) There, he trades his gold and other items for potions, weapons, and other tools needed to make it through the dragon's lair and fight the dragon. There also is a third load.

In addition to Dragonstomper, Starpath also has Escape From the Mindmaster, Phaser Patrol, Communist Mutants From Space, Fireball, and Suicide Mission.

Unitronics stretches out its line with Expanders

Unitronics, a wholly owned division of Unitoys, has brought out Expander and Expander II for use with the Atari 2600 VCS.

The Expander, a video game system, will expand the memory capacity of the 2600 from 4K to 16K, allowing for more sophisticated games with improved graphics.

Unitronics also will have a line of video games for its Expander, and the video games will be sold in cassette format.

The Expander is part of a system of products that includes an alphanumeric keyboard. The Expander comes in two versions. The Expander I basic system is used only for playing 16K video games loaded into the system through its built-in tape deck system.

The Expander II, in addition to playing 16K video games, can interface with the Expander Keyboard, turning the Atari VCS into a 16K home computer with read and write capabilities.

Other features: The Expander II and its Keyboard can connect to the Expander Printer and Expander Modem, allowing the user to write a program or develop graphics onto a printer as well as talk to other systems or receive games over the phone.

Unitronics plans such optional equipment as a speech synthesizer to further enhance enjoyment of the 2600. The complete product line will receive strong TV and print advertising support in the fall.

Worldvision is comin' at'cha

Worldvision Home Video, a supplier of home video products, will be exhibiting at the Consumer Electronics Show in Las Vegas, and the initial U.S. home video package will include four Hanna-Barbera animated cartoons--Atom Ant, Jack and the Beanstalk, Scooby Goes Hollywood, and Casper and The Angels.

Each is approximately an hour in length.

In addition, the feature-length conclusion of the award-winning TV series, "The Fugitive,' will be available.

These releases will be shipped to wholesale distributors and initially the distributors will be Commtron, Sound Video Unlimited, Metro Video Distributors, and VTR Movie Distributors. Point-of-purchase displayers are available.

MB and Texas Instruments devise voice peripheral

The Milton Bradley Co. and Texas Instruments have announced a development that will, for the first time, they say, make human voice recognition available in a popular home computer.

Voice recognition, plus voice synthesis, will be made available for the Texas Instruments' TI-99/4A Home Computer through the use of a plugin peripheral developed by Milton Bradley. This peripheral will be sold with a 64-position key pad with overlays for each cartridge; a precision, three-axis joystick; and headset microphone for the voice-command function.

Milton Bradley and Texas Instruments announced the agreement as a nonexclusive arrangement whereby Milton Bradley will develop the peripheral device and software cartridges for the Texas Instruments' Home Computer.

The software cartridges will include video games for all ages, as

well as fun and learning cartridges for children ages 4-9, and will interact directly with the Texas Instruments' Home Computer.

CBS reels out 14 titles in software and video games

CBS Video Games and CBS Software are launching major product and promotional efforts. CBS Video Games is unveiling two internally developed cartridges to include a CBS chip that triples the capacity of the VCS, resulting in better game play and graphics.

A new Power Play Booster-Grip for increased game control will be featured as an inpack with one game. CBS Video Games also will present five video games resulting from its licensing agreement with Bally/Midway: Gorf, Wizard of Wor, Stomp It, Blueprint, and Solar Fox. All are compatible with the Atari VCS and will be released in Mattel Intellivision versions during the second quarter. To complement the initial seven-title line is a joystick stand with an easy-grip control knob.

CBS Software will introduce home computer programs throughout 1983 in the following categories: education, enrichment, entertainment, and home management.

In entertainment, there will be K-razy Antiks, K-razy Kritters, K-razy Shoot-Out, and K-Star Patrol. Two additional game titles are set for March shipping dates--Boulders and Bombs and Mountain King.

From the education category, Time Trials, a math learning game, will be featured in March. All seven cartridges are compatible with the Atari 400/800 home computers.

CBS Video Games' $3-million-dollar advertising campaign features a new spokesman, John Madden, football coach and TV sports announcer.

Walt Disney Home Video has 4 new releases

Action, adventure, and animation highlight four new videocassette releases for March from Walt Disney Home Video. The releases will be available for both sale and rental.

Leading the animated selections is The Wind in the Willows, starring J. Thaddeus Toad. Narrated by Basil Rathbone, this Disney animated featurette is based on Kenneth Grahame's story of Mr. Toad and his escapades in merry old England.

Also included are two Disney cartoons: Motor Mania starring Goofy, and Trailer Horn, starring Donald Duck and Chip 'n' Dale.

The second animated selection is Disney's American Heroes, featuring two folklore legends, Pecos Bill and Paul Bunyan.

The other new titles for March include two Disney live-action features --The Island at the Top of the World, and The Shaggy D.A.

Island stars David Hartman, Donald Sinden, Jacques Marin, Mako, and David Gwillim. Shaggy D.A. stars Dean Jones, Tim Conway, Suzanne Pleshette, Keenan Wynn, and Jo Anne Worley. In this story, Wilby Daniels, now grown with a wife and son, is still subject to becoming a part time canine whenever the inscription on an ancient scarab ring is read.

All of the new videocassette titles will be available in both VHS and Beta formats.

Imagic puts the magic into video games

Imagic, the manufacturer of home video games for Atari and Intellivision systems, has added four Intellivision games cartridges: Demon Attack, Atlantis, Beauty and the Beast, and Microsurgeon.

Originally available only for Atari equipment, Demon Attack became a popular seller the first month it was introduced, said the firm, and the Atari version of Atlantis has been cited by Billboard Magazine as one of the 15 most popular video games in the country. Now both are available for Intellivision, along with the newly designed Beauty and the Beast and Microsurgeon.

In Beauty and the Beast, the player becomes Bashful Buford and dodges bats, boulders, rats, and birds to rescue his girl, Mabel, from Horrible Hank.

Microsurgeon is an educational game in which the player, a dedicated microsurgeon, tries to save a critically ill patient by maneuvering a

surgical probe through the patient's bloodstream to cure tumors, blood clots, and raging infection.

Venture Vision has eyes for Rescue Terra I

Venture Vision announces its entrance into the video game software market with cartridges for the Atari 2600.

The firm plans to release eight games by the end of 1983.

Rescue Terra I, the first release, is a 4K game, which is available for immediate delivery. The game has a radily identificable goal of reaching Terra I. To accomplish this difficult and challenging task, the player must navigate meteor storms, destroy space pirates, robot interceptors, and other hazards. A pause switch has been incorporated into the game program, allowing the player to halt intense game action for a brief time out during his trip to Terra I.

The game will be promoted with a national contest. Any player capable of reaching Terra I will be eligible to enter, and the top four players across the country will be flown to company headquarters in Grand Prairie, Tex., to compete in the finals for a prize of $5,000.

Beating the game is the aim at Vestron Video

The debut offerings of Vestron Video are three programs entitled How to Beat Home Video Games.

Each cassette utilizes on-screen graphics and sounds and has been created with the cooperation of Atari, Activision, Imagic, Coleco, Apollo, Parker Brothers, and Mattel. The series demonstrates the game techniques of higher scoring for the home viewer.

Written and narrated by Philip M. Wiswell, videogame expert and former editor of "Games' magazine, the cassettes explain game strategies, scoring tricks, and the games' idiosyncracies.

Behind-the-scenes details are given on 20 of the most popular games, and the programs are about an hour in length.

Each of the three programs covers different games for different systems. Volume I: The Best Games features games designed for the Atari VCS, including Space Invader, Asteroids, Chopper Command, and Frogger.

Volume II: The Hot New Games has MegaMania, Demons to Diamonds, Pitfall, and others.

In Volume III: Arcade Quality for the Home, a preview is given of Atari 5200, Coleco Vision, Vectrex, plus 20 of the most challenging games for those units.

The arcade experience is General Consumer Electronics' goal

General Consumer Electronics' Vectrex Arcade System is a fully self-contained unit with its own screen. Since the unit can be played anywhere, Vectrex owners need not compete with other family members for time on the TV set.

Vectrex includes the following features: eight-bit microprocessor, Executive ROM (64K) that incorporates a game and the realistic sounds and effects used in all games, special visual effects, screen overlays, built-in sound system, and control panel with four action buttons and a 360 degree self-centering joystick.

Among the licensed games from Cinematronics are: Armor Attack, Space Wars, Star Hawk, and Rip-Off. Also, there's Scramble, licensed from Konami; Berzerk, licensed by Stern Electronics, and Star Trek, a trademark of Paramount pictures, with the game conceived by GCE. Among GCE's own game cartridges are Mine Storm, Blitz!, Clean Sweep, and HyperChase.

GCE also is introducing a line of electronic game calculators. Chase-N-Counter and Space-N-Counter combine electronic games with calculators --blending fun and function. Both offer three completely different and challenging games that automatically increase in difficulty as the player improves.

The titles of the games include Treasure Trek, Chomp 'N Chase, Double Cross, Phaser Fight, and Meteorox.

GCE is expanding its electronic game watch line to include two new items--Arcade Time and Sports-Time. Both offer realistic graphics, exciting

action sounds, high-score memory, easy-to-read LCD digital display, high-impact plastic and metal plated case, and recessed time/ date set button.

U.S. Games plays to win with home video cartridges

The sky over the city grows dark as helicopters filled with android paratroopers suddenly unleash their deadly cargo on the unsuspecting populace. Only a skilled video game player controlling a U.S. Games' Commando Raid can save the city.

Commando Raid is one of the Action and Adventure Series of full-color home video cartridges produced by U.S. Games and compatible with the Atari Video Computer System as well as Sears' Tele-Game Video Arcade.

Also on tap are Towering Inferno, for one or two players; Word Zapper, which involves blasting away enough fast-moving letters within 99 seconds to spell three words; Sneak 'N Peek, based on the children's game of hide and seek, and Space Jockey, in which aliens sweep out of space and and try to capture every human attack weapon.

U.S. Games Corporation is a subsidiary of The Quaker Oats Company.

Tronix isn't kidding with its Kid Grid

Tronix Publishing enters the industry with what it calls one of the fastest video games on the market--Kid Grid, an action-packed game for the Atari 400 and 800 home computers.

The firm has been established to acquire, publish, and market recreational, business, and related software for the low-end personal computer marketplace.

Kid Grid features the Kid, an affable little guy who darts around a grid, attempting to connect all the dots. In hot pursuit are four bullies -Squashface, Thuggy, Muggy, and Moose. If they catch the Kid, the results are explosive.

Besides the four villains, the Kid has to keep on the lookout for a mysterious bouncing question mark. In aiding the Kid, the player's secret weapon is the joystick button, which, when pressed, zaps the bullies.

Tronix also has published three games for the Commodore Vic-20 home computer: SWARM!, Sidewinder, and Galactic Blitz.

Sega makes mark with 15 video titles

Sega Enterprises, affiliated with Paramount Pictures, has created some of the most successful arcade games like Zaxxon, Frogger, and Turbo. The company has now entered the software business with 15 games compatible with Atari and Sears systems.

In space games, titles include Tac Scan, and War of the Worlds. Subterfuge, Buck Rogers' Marathon of Zenda, The Caverns of Zagreb, and The Secrets of Zadar, are adventure games. Muffett is a cartoon game where a girl is attacked by spiders.

Sega is also releasing games based on nine of Paramount's most successful movies, including Marathon Man, Airplane, Friday the 13th, Mission Impossible, Star Trek, War of the Worlds, Buck Rogers, 48 Hours, and Dragonslayer.

Palmtex has PVS system in its hands

Palmtex has released the PVS, a palm-size programmable video game system, accompanied by five cartridges, available in first quarter, 1983.

When open for play, the lower panel is a command console and the top panel accepts plug-in game cartridges, each with its own color display screen. The PVS has color graphics and three-dimensional play.

The initial cartridge titles are Crystals of Morga, Spellbound, Star Trooper, Mayday!, and Mine Field. Seven additional cartridges will be available later in the year.

Command consoles, which control screen movements and skill levels, will be sold at a suggested retail price of $29.95 each. Add-on cartridges will be sold at about $19.95 each.

Discwasher debuts enhanced joystick

In response to the demand of its Point Master Competition Joystick, Discwasher has introduced a second generation joystick and a joystick

add-on accessory.

The Discwasher Pointmaster Pro Tournament Joystick incorporates the "constant fire' circuit, which allows the user to fire constantly by simply holding down the button. The unit also features high performance suction feet, allowing the player to use it on any flat surface and simulate arcade play.

The Pointmaster Fire Control Constant Fire Adaptor connects between the joystick and the game mainframe to allow for constant firing, while simply holding down the joystick fire button.

Table: FACTS AND FIGURES ON VIDEO/ELECTRONIC GAMES

Photo: The Christmas season brought fierce price competition on all electronic items, from toy chains as well as major department stores.

Photo: Thumb Game
Photo: Space Mines
Photo: Mines of Minos
Photo: Journey Escape
Photo: Tutankham
Photo: Spider-Man
Photo: Amidar
Photo: Lord of the Rings
Photo: Ms. Pac-Man Tabletop, above right
Donkey Kong Jr. Tabletop, above
Super Action Controller, right
Roller Controller, top
Photo: Atari Kid's Controller
Photo: VZ100 Personal Computer
Photo: Mini-Printer
Photo: Triggerstik
Photo: Odyssey system with The Voice
Photo: Ultravision system
Photo: Computer games from PM
Photo: Commodore VIC 20 Home Computer System
Photo: Robot Adversary
Photo: Alien Garden
Photo: Nerd Alert
Photo: Dolphin
Photo: Seaquest
Photo: Dragonstomper
Photo: Expander 11
Photo: Worladvision's releases
Photo: CBS' entertainment games
Photo: Stick Stand, Wizard of Wor, Gorf
Photo: Microsurgeon
Photo: The Hot New Games
Photo: Arcade Time
Photo: Vectrex Arcade System
Photo: Chase-N-Counter and Space-N-Counter
Photo: Galactic Blitz
Photo: Kid Grid
Photo: SWARM!
CAPTIONS: Facts and figures on video-electronic games. (table)
        COPYRIGHT 1983 Geyer-McAllister Publications Inc.

...   the system utilizes built-in BASIC program language and a range of software. It includes **color - coded** graphics to **teach** children through game play, three-dimensional graphics combined with music, a new generation of sports games, as well as the opportunity for individuals to program their own home **video   games** for **entertainment** .

Move over, Sinatra, Odyssey has The Voice

For the first time, according to Odyssey, home...

?

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File 344:Chinese Patents Abs Aug 1985-2003/Feb
        (c) 2003 European Patent Office
File 347:JAPIO Oct 1976-2003/Jan(Updated 030506)
        (c) 2003 JPO & JAPIO
File 348:EUROPEAN PATENTS 1978-2003/Apr W04
        (c) 2003 European Patent Office
File 349:PCT FULLTEXT 1979-2002/UB=20030508,UT=20030501
        (c) 2003 WIPO/Univentio
File 350:Derwent WPIX 1963-2003/UD,UM &UP=200330
        (c) 2003  Thomson Derwent
? ds

Set     Items   Description
S1        619   AU=(KAMINAGAYOSHI, T? OR SHIMAMURA, H? OR KAMINAGAYOSHI T?
                OR SHIMAMURA H?)
S2          0   S1 AND COLOR()CODED(3N)MESSAGE?
S3          0   S1 AND COLOR()CODED/TI
S4          6   S1 AND ENTERTAINMENT/TI
```

4/5,K/1   (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

06927115   **Image available**
 ENTERTAINMENT   SYSTEM,   **ENTERTAINMENT**   DEVICE,   RECORDING   MEDIUM   AND
PROGRAM

PUB. NO.:   2001-154656 [JP 2001154656 A]
PUBLISHED: June 08, 2001 (20010608)
INVENTOR(s):   **KAMINAGAYOSHI TAKEHIRO**
               SHIMAMURA SHUICHI
APPLICANT(s): SONY COMPUTER ENTERTAINMENT INC
APPL. NO.:   2000-267834 [JP 2000267834]
FILED: September 04, 2000 (20000904)
PRIORITY: 11-249364 [JP 99249364], JP (Japan), September 02, 1999
               ·(19990902)
INTL CLASS: G09G-005/30; G09G-005/00; G09G-005/02; A63F-013/00;
               G06F-003/00

ABSTRACT

PROBLEM TO BE SOLVED: To make the message displayed on a monitor to be
understood at a glance by making meanings of words on the message easy to
recognize even without advance information.
SOLUTION: This entertainment device is constituted of a display color code
setting means 310 for setting display color codes needed for undefined
display codes in message data dDm prior to processing, a message data
preparing means 314 for storing the message data dDm in a buffer for
display 312 while preparing the message data Dm of a row unit based on the
number of rows of a message 204 and a message display output means 316 for
displaying the character string or the like of a data part with display
colors indicated by display color codes by starting the displaying of the
message 204 from the coordinates indicated by a coordinate code. When there
is a display color code indicating an undefinition in display color codes
of the message data dDm, the display color code setting means 310 searches
to which classification a word corresponding to a display color code
indicating the undefinition corresponds and defines the word to a display
color code in accordance with the searched result.

 ENTERTAINMENT   SYSTEM,   **ENTERTAINMENT**   DEVICE,   RECORDING   MEDIUM   AND
PROGRAM

INVENTOR(s):   **KAMINAGAYOSHI TAKEHIRO**
               SHIMAMURA SHUICHI

 4/5,K/2   (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2003 JPO & JAPIO. All rts. reserv.

06910002   **Image available**
 ENTERTAINMENT   SYSTEM,   **ENTERTAINMENT**   DEVICE,   RECORDING   MEDIUM   AND
PROGRAM

PUB. NO.:   2001-137537 [JP 2001137537 A]
PUBLISHED: May 22, 2001 (20010522)
INVENTOR(s):   **KAMINAGAYOSHI TAKEHIRO**
               SHIMURA YASUHIRO

ABSTRACT

PROBLEM TO BE SOLVED: To visually teach where major objects are located and
the timing of occurrence of events in one scene to a user.
SOLUTION: A character index 220 for indicating the position of a master 200
moved by the action of the user is displayed in red, for example, and an
entrance index 230 for indicating the position of an entrance 226 in one
scene displayed on a monitor is displayed in green, for example. An
entrance index 234 for indicating the position of the entrance 228 of a
shop 206 related to one scene is displayed in blue, for example, and an
entrance index 236 for indicating the position of the entrance 230 of an
inn 208 for changing the parameters of the master 200, e.g. to recover the
physical strength of the master 200, is displayed in green, for example.

ENTERTAINMENT   SYSTEM,   **ENTERTAINMENT**   DEVICE,   RECORDING   MEDIUM   AND
PROGRAM

INVENTOR(s):   **KAMINAGAYOSHI TAKEHIRO**
                SHIMURA YASUHIRO
                YOSHIMATSU KATSUNORI

 4/5,K/3   (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT EP 1080757 A2
    An entertainment system (10) comprises display color code setting means
    (310) for setting a suitable display color code for each of undefined
    display color codes in unprocessed message data (dDm), the message data
    generating means (314) for generating message data (Dm) by dividing the
    unprocessed message data (dDm) into line unit data sections each
    comprising one-line data based on the number of lines in the message
    (204) and storing the generated message data (Dm) in a buffer (314) for
    displaying the message (204), and message data outputting means (316) for
    starting display of the message (204) from a point having coordinates
    indicated by a coordinate code such that each of character strings of
    data units is displayed in a color indicated by a display color code. If
    an undefined display color code is included in the message data (dDm),
    the display color code setting means (310) determines the type of a word
    having the undefined color code and defines the undefined color code
    based on the determined type.
ABSTRACT WORD COUNT: 169
NOTE:
    Figure number on first page: 16

LEGAL STATUS (Type, Pub Date, Kind, Text):
 Application: 010307 A2 Published application without search report
LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:
Available Text Language   Update   Word Count
      CLAIMS A (English) 200110   717
      SPEC A   (English) 200110   9710
Total word count - document A   10427
Total word count - document B   0
Total word count - documents A + B   10427

 Entertainment   **system,**   entertainment   **apparatus, recording medium, and
    program**
INVENTOR:
   Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc ...

...JP)
   Shimamura, Hidekazu, Sony Comp. Entert. Inc ...

 4/5,K/4   (Item 2 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2003 European Patent Office. All rts. reserv.

01251975
 Entertainment   **system,**   entertainment   **apparatus, recording medium, and
    program**
**Unterhaltungssystem,   Unterhaltungsvorrichtung,   Aufzeichnungsmedium   und
    Programm**
**Systeme   de   divertissement,   appareil   de   divertissement,   support
    d'enregistrement et programme**
PATENT ASSIGNEE:
   Sony Computer Entertainment Inc., (2185312), 1-1, Akasaka 7-chome,
     Minato-ku, Tokyo 107-0052, (JP), (Applicant designated States: all)
INVENTOR:
   Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc. , 1-1 Akasaka 7-chome,
     Minato-ku, Tokyo 107-0052, (JP)
   Shimura, Yasuhiro, c/o Sony Comp. Entert. Inc., 1-1 Akasaka 7-chome,

Minato-ku, Tokyo 107-0052, (JP)
Yoshimatsu, Katsunori, c/o Sony Comp. Entert. Inc., 1-1 Akasaka 7-chome,
Minato-ku, Tokyo 107-0052, (JP
LEGAL REPRESENTATIVE:
Turner, James Arthur et al (74631), D. Young & Co., 21 New Fetter Lane,
London EC4A 1DA, (GB)
PATENT (CC, No, Kind, Date): EP 1080756 A2 010307 (Basic)
APPLICATION (CC, No, Date): EP 307631 000904;
PRIORITY (CC, No, Date): JP 99249351 990902
DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE
EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI
INTERNATIONAL PATENT CLASS: A63F-013/10

ABSTRACT EP 1080756 A2
A character indicator (220) indicative of the position of a principal
character (200) displayed on a display monitor (18) and movable according
to a control action made by the user is displayed in red, for example. An
exit/entrance indicator (232) indicative of the position of an
exit/entrance (226) of a scene displayed on the display monitor (18) is
displayed in green, for example. An exit/entrance indicator (234)
indicative of the position of an exit/entrance (228) of a store (206)
related to the scene is displayed in blue, for example. An exit/entrance
indicator (236) indicative of the position of an exit/entrance indicator
(230) of an inn (208) where a parameter of the principal character (200)
can be changed, e.g., the hit point of the principal character (200) can
be recovered, is displayed in yellow, for example.
ABSTRACT WORD COUNT: 136
NOTE:
Figure number on first page: 9

LEGAL STATUS (Type, Pub Date, Kind, Text):
Application: 010307 A2 Published application without search report
LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:
Available Text Language   Update   Word Count
     CLAIMS A (English)   200110   1015
     SPEC A   (English)   200110   13899
Total word count - document A   14914
Total word count - document B   0
Total word count - documents A + B   14914

Entertainment   **system,**   entertainment   **apparatus, recording medium, and
program**
INVENTOR:
Kaminagayoshi, Takehiro, Sony Comp. Entert. Inc ...

 4/5,K/5   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014066928   **Image available**
WPI Acc No: 2001-551141/200162
XRPX Acc No: N01-409489
Entertainment **system for role playing-, shooting-, driving or fighting
game, displays words in a message of same type in same color**
Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER
ENTERTAINMENT KK (SONY)
Inventor: **KAMINAGAYOSHI T ; SHIMAMURA H**
Number of Countries: 026 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 1080757	A2	20010307	EP 2000307636	A	20000904	200162	B
JP 2001154656	A	20010608	JP 2000267834	A	20000904	200162	

Priority Applications (No Type Date): JP 99249364 A 19990902
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 1080757	A2	E	30	A63F-013/10	

   Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
   LI LT LU LV MC MK NL PT RO SE SI

JP 2001154656	A		17	G09G-005/30	

Abstract (Basic): EP 1080757 A2
      NOVELTY - A message data (Dm) is generated, stored in buffer and
   unprocessed data (dDm) is divided into line unit data sections based on
   lines in the message. A combination of a data unit indicating a word
   such as a character string and a display color code indicating color is
   corresponded with the type of the word to be displayed with the main
   objects in a scene using a color information table.
      DETAILED DESCRIPTION - An INDEPENDENT claim is also included for
   recording medium for storing a program.
      USE - For role playing-, shooting-, driving or fighting games.
      ADVANTAGE - It is used to provide information about a previous
   story of a game, and in games with long scenarios it prevents the user
   from losing interest.
      DESCRIPTION OF DRAWING(S) - The figure shows contents of a display
   color information table.
      pp; 30 DwgNo 16/17
Title Terms: ENTERTAINMENT; SYSTEM; ROLE; PLAY; SHOOT; DRIVE; FIGHTING;
   GAME; DISPLAY; WORD; MESSAGE; TYPE
Derwent Class: P36; P85; T01; W04
International Patent Class (Main): A63F-013/10; G09G-005/30
International Patent Class (Additional): A63F-013/00; G06F-003/00;
   G09G-005/00; G09G-005/02
File Segment: EPI; EngPI

   Entertainment **system for role playing-, shooting-, driving or fighting
   game, displays words in a message of...**
Inventor: **KAMINAGAYOSHI T ...**

... **SHIMAMURA H**

 4/5,K/6   (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2003 Thomson Derwent. All rts. reserv.

014053421   **Image available**
WPI Acc No: 2001-537634/200160
XRPX Acc No: N01-399396
   Entertainment **apparatus for an** entertainment **system for executing
   various programs and including a recording medium with a program and the
   data used by the system**
Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER
   ENTERTAINMENT KK (SONY)
Inventor: **KAMINAGAYOSHI T** ; SHIMURA Y; YOSHIMATSU K
Number of Countries: 026 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week

```
EP 1080756    A2  20010307  EP 2000307631  A   20000904  200160  B
JP 2001137537 A   20010522  JP 2000267830  A   20000904  200160
```

Priority Applications (No Type Date): JP 99249351 A 19990902
Patent Details:
Patent No   Kind Lan Pg   Main IPC   Filing Notes
EP 1080756   A2 E   53 A63F-013/10
    Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
    LI LT LU LV MC MK NL PT RO SE SI
JP 2001137537 A   25 A63F-013/00

Abstract (Basic): EP 1080756 A2
        NOVELTY - In a scene from a role-playing game, a principal
    character (200) walks up the steps in front of a building (202) at
    night and the image also includes houses (204), a store (206) and an
    inn (208) rendered in the frame buffer in the graphics system. A frame
    (210) indicates a display range that is actually displayed on a monitor
    and which is movable in unison with the character, while character
    functions include a function for displaying an indicator (220) of the
    character moved by the user which changes color according to the
    distance to a monster.
        DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for a
    recording medium with a program and for a program executed by a
    computer.
        USE - Executing programs in an entertainment system.
        ADVANTAGE - Visually indicating objects present in various scenes.
        DESCRIPTION OF DRAWING(S) - The drawing is a view of a scene of a
    role-playing game
        Principal character (200)
        Houses (204)
        Store (206)
        Frame (210)
        Color indicator (220)
        pp; 53 DwgNo 9/35
Title Terms: ENTERTAINMENT; APPARATUS; ENTERTAINMENT; SYSTEM; EXECUTE;
   VARIOUS; PROGRAM; RECORD; MEDIUM; PROGRAM; DATA; SYSTEM
Derwent Class: P36; T01; W04
International Patent Class (Main): A63F-013/00; A63F-013/10
International Patent Class (Additional): G06F-003/00
File Segment: EPI; EngPI

    Entertainment **apparatus for an** entertainment **system for executing
    various programs and including a recording medium with a program and the**
    ...
Inventor: **KAMINAGAYOSHI T** ...
?

```
File    1:ERIC 1966-2003/Apr 23
           (c) format only 2003 The Dialog Corporation
File    2:INSPEC 1969-2003/May W1
           (c) 2003 Institution of Electrical Engineers
File    6:NTIS 1964-2003/May W2
           (c) 2003 NTIS, Intl Cpyrght All Rights Res
File    8:Ei Compendex(R) 1970-2003/May W1
           (c) 2003 Elsevier Eng.  Info. Inc.
File   34:SciSearch(R) Cited Ref Sci 1990-2003/May W2
           (c) 2003 Inst for Sci Info
File   35:Dissertation Abs Online 1861-2003/Apr
           (c) 2003 ProQuest Info&Learning
File   65:Inside Conferences 1993-2003/May W2
           (c) 2003 BLDSC all rts. reserv.
File   94:JICST-EPlus 1985-2003/May W1
           (c)2003 Japan Science and Tech Corp(JST)
File   95:TEME-Technology & Management 1989-2003/Apr W4
           (c) 2003 FIZ TECHNIK
File   99:Wilson Appl. Sci & Tech Abs 1983-2003/Mar
           (c) 2003 The HW Wilson Co.
File  144:Pascal 1973-2003/May W1
           (c) 2003 INIST/CNRS
File  434:SciSearch(R) Cited Ref Sci 1974-1989/Dec
           (c) 1998 Inst for Sci Info
File  583:Gale Group Globalbase(TM) 1986-2002/Dec 13
           (c) 2002 The Gale Group
File  603:Newspaper Abstracts 1984-1988
           (c)2001 ProQuest Info&Learning
File  483:Newspaper Abs Daily 1986-2003/May 14
           (c) 2003 ProQuest Info&Learning
? ds

Set      Items    Description
S1       30089    (VIDEO OR COMPUTER OR ELECTRONIC)(3N)(GAME? OR GAMING OR E-
                  NTERTAINMENT)
S2      148842    ROLE()PLAYING OR SHOOTING OR FIGHTING
S3       13870    (COLOUR? OR COLOR?) AND (CODED OR HIGHLIGHT?)
S4     4725322    MESSAGES OR DESCRIPTION? OR TEXT OR CHARACTER()STRINGS OR -
                  FONTS OR TYPE
S5     1894713    (INDICAT? OR REPRESENT? OR ASSOCIAT?) AND (PERSON? OR CHAR-
                  ACTER? OR AVATAR? OR PLAYER? OR ROLES OR PLACE? OR LOCATION? -
                  OR OBJECTS OR MONSTER?)
S6        4157    S3 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL?)
S7     2218581    HINTS OR TEACH? OR EXPLAIN? OR COACH? OR GUIDES OR CHEATS -
                  OR CHEETS (CHEAT OR CHEET)(3N)SHEETS
S8           0    DISPLAY()(COLOR OR COLOUR)()INFORMATION()TABLE
S9           0    S1 AND S2 AND S3
S10          1    S1 AND S3 AND S4
S11       1112    S3 AND S5
S12        166    S11 AND S7
S13         66    S12 AND (DISPLAY? OR SHOW OR VIEW? OR VISUAL?)
S14         56    S13 NOT PY=>2000
S15         49    RD S14 (unique items)
S16         20    S15 NOT (SCHOOLS OR BIODIVERSITY OR CLASSES OR CAREERS OR -
                  SCHOOL OR CHILDREN)
S17         11    S16 NOT (BRAIN OR ADORNMENTS OR STUDENTS OR AFRICA)
S18          5    S1 AND S3 AND S7
S19          5    S18 NOT (S10 OR S17)
S20          4    RD S19 (unique items)
S21          3    S1 AND S3 AND S5
S22          2    S21 NOT (S18 OR S10 OR S17)
```

S23   2   RD S22 (unique items)

10/3,K/1   (Item 1 from file: 1)
DIALOG(R)File   1:ERIC
(c) format only 2003 The Dialog Corporation. All rts. reserv.

00954556 ERIC NO.: ED403216 CLEARINGHOUSE NO.: SO027572
CyberArts: Exploring Art and Technology.
  Jacobson, Linda, Ed.
  312pp.
  1992 (19920000)

  ...Theater; (7) Theme Parks; (8) Toys and Games; and (9) Virtual Reality.
Multimedia terminologies are **highlighted** in the **text** , with definitions
and additional information provided in the margins of the **text** . A gallery
of **color** images is included. An appendix of sources and resources and an
index concludes the **text** . (MM)
DESCRIPTORS: Animation; *Art; Art Education; **Computer** **Games** ; **Computer**
  Graphics; **Computer** Literacy; *Engineering Technology; Hypermedia;
  Interactive Video; *Multimedia Materials; Music; Postsecondary Education;
  Secondary Education; Theater Arts...
?

17/3,K/1   (Item 1 from file: 2)
DIALOG(R)File   2:INSPEC
(c) 2003 Institution of Electrical Engineers. All rts. reserv.

6458274   INSPEC Abstract Number: B2000-02-6135C-043, C2000-02-5260D-036
   Title: **MPEG-4 standardized methods for the compression of arbitrarily shaped video** objects
   Author(s): Brady, N.
   Author Affiliation: Integral Design Ltd., Dublin, Ireland
   Journal: IEEE Transactions on Circuits and Systems for Video Technology
   vol.9, no.8   p.1170-89
   Publisher: IEEE,
   Publication Date: Dec. 1999 Country of Publication: USA
   CODEN: ITCTEM ISSN: 1051-8215
   SICI: 1051-8215(199912)9:8L.1170:MSMC;1-G
   Material Identity Number: O647-1999-009
   U.S. Copyright Clearance Center Code: 1051-8215/99/$10.00
   Language: English
   Subfile: B C
   Copyright 2000, IEE

   Title: **MPEG-4 standardized methods for the compression of arbitrarily shaped video** objects

   Abstract: MPEG-4 is the most recent standard for audio- **visual representation** to be published by the International Organization for Standardization. One of the many new features of MPEG-4 is its ability to **represent** two-dimensional video **objects** of arbitrary shape. For this purpose, MPEG-4 uses the conventional motion-compensated discrete cosine transform syntax for **color** /texture coding and augments this with an explicit compressed **representation** of the video object's shape. This paper is intended as a tutorial in the means of encoding and decoding arbitrarily shaped video **objects** as specified by MPEG-4. The major emphasis of the paper is on **explaining** the compression technology **associated** with the normative shape **representation** , i.e., block-based context-based arithmetic encoding, but some new aspects **associated** with arbitrarily shaped texture coding are also **highlighted** . The MPEG-4 specifications are presented in an informal way, and the motivations underlying the...
   ...Descriptors: image **colour** analysis...

...image **representation** ;
   ...Identifiers: arbitrarily shaped video **objects** ; ...

17/3,K/2   (Item 2 from file: 2)
DIALOG(R)File   2:INSPEC
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03716175   INSPEC Abstract Number: B90064980
 Title: A technical assessment of advanced television
  Author(s): Rzeszewski, T.S.
  Author Affiliation: AT&T Bell Lab., Naperville, IL, USA
  Journal: Proceedings of the IEEE   vol.78, no.5   p.789-804
  Publication Date: May 1990 Country of Publication: USA
  CODEN: IEEPAD ISSN: 0018-9219
  U.S. Copyright Clearance Center Code: 0018-9219/90/0500-0789$01.00
  Language: English
  Subfile: B

    Abstract: A traditional description of the video spectrum and a
three-dimensional representation of video that is useful in understanding
advanced television (ATV) are provided. Component video systems are
described highlighting the desirable characteristics , such as no
crosstalk between the components that make up the color signal, which
virtually all ATV systems seek to achieve. The three categories of ATV-high
...

... HDTV), enhanced definition or extended quality television (EDTV/EQTV),
and improved definition television (IDTV)-are explained . The basic
approaches to ATV and the influence that the FCC (US Federal Communication
Commission...

17/3,K/3   (Item 3 from file: 2)
DIALOG(R)File   2:INSPEC
(c) 2003 Institution of Electrical Engineers. All rts. reserv.

02987079   INSPEC Abstract Number: A87119486, B87059040, C87061892
  Title: Application of emerging computer-based technologies to enhance
nondestructive evaluation capabilities
  Author(s): Attaar, M.; Castner, R.P.; Harris, D.L.; Taszarek, B.J.;
Huffman, K.L.
  Author Affiliation: Westinghouse Electric Corp., Pittsburgh, PA, USA
  Conference Title: Proceedings of the American Power Conference   p.192-9
  Publisher: Illinois Inst. Technol, Chicago, IL, USA
  Publication Date: 1986 Country of Publication: USA   xxxiv+1151 pp.
  Conference Sponsor: Illinois Inst. Technol
  Conference Date: 14-16 April 1986   Conference Location: Chicago, IL,
USA
  Language: English
  Subfile: A B C

   ...Abstract: and Fourier descriptor techniques. These techniques help the
data analyst to detect, identify, and classify indications (component
damage). They give a detailed characterization of the size, orientation,
and position of the damaged area. Accurate mapping of the indication with
respect to the overall geometry of the plant component is more feasible
because exact...
... the final evaluation program. In one of the examples discussed, the end
result is a color - coded display of the actual damage in a
pseudo-isometric presentation. Three specific examples explain the use of
computer-aided NDE in ultrasonic test data enhancement, ultrasonic
 characterisation of heat exchanger tubes, and intelligent eddy current
data analysis.
   ...Identifiers: ultrasonic chara

17/3,K/4   (Item 1 from file: 6)

2042676 NTIS Accession Number: PB98-108798/XAB
   Illinois Wildlife and Nature Viewing **Guide**
   Murphy, M. K. J. ; Mellen, J. W.
   Illinois Dept. of Natural Resources, Springfield.
   Corp. Source Codes: 113357000
   Sponsor: Corps of Engineers, Washington, DC.; Fish and Wildlife Service,
Washington, DC.
   1997   150p
   Languages: English
   Journal Announcement: GRAI9805
   Color illustrations reproduced in black and white. Sponsored by Corps of
Engineers, Washington, DC. and Fish and Wildlife Service, Washington, DC.
   Product reproduced from digital image. Order this product from NTIS by:
phone at 1-800-553-NTIS (U.S. customers); (703)605-6000 (other countries);
fax at (703)321-8547; and email at orders@ntis.fedworld.gov. NTIS is
located at 5285 Port Royal Road, Springfield, VA, 22161, USA.
   NTIS Prices: PC A08/MF A02

   Illinois Wildlife and Nature Viewing **Guide**
   The wildlife and nature **viewing** sites in this guide are grouped
according to the five travel regions noted on the state map below. For
quick reference, each section of the guide is **color   coded** to match the
five regions on this map. The **viewing** sites included in the text are
numbered from north to south. Site descriptions provide useful information
for wildlife watchers. Visting many types of habitats is the key to
 viewing a variety of wildlife, so Habitat at a Glance descriptions form
the basis of the description of each **viewing** site.

17/3,K/5   (Item 1 from file: 34)

07037843   Genuine Article#: 117FU   No. References: 12
Title: Cartographic visualization : **exploratory spatial data analysis with
     local** indicators **of spatial** association **using Tcl/Tk and cdv**
Author(s): Dykes J (REPRINT)
Corporate Source: UNIV LEICESTER,DEPT GEOG, UNIV RD, BENNETT BLDG/LEICESTER
     LE1 7RH/LEICS/ENGLAND/ (REPRINT)
Journal: JOURNAL OF THE ROYAL STATISTICAL SOCIETY SERIES D-THE STATISTICIAN
, 1998, V47, 3, P485-497
ISSN: 0039-0526   Publication date: 19980000
Publisher: BLACKWELL PUBL LTD, 108 COWLEY RD, OXFORD OX4 1JF, OXON, ENGLAND
Language: English   Document Type: ARTICLE   (ABSTRACT AVAILABLE)

Title: Cartographic visualization : **exploratory spatial data analysis with
     local** indicators **of spatial** association **using Tcl/Tk and cdv**
Abstract: cdv, a cartographic data **visualizer** , is a piece of
     demonstration software designed for research and **teaching** . It uses
     established symbolism techniques fo

05860442   Genuine Article#: XC541   No. References: 44
Title: Apoptotic condensations in M-phase cells
Author(s): Sit KH (REPRINT) ; Yin L; Paramanantham R
Corporate Source: NATL UNIV SINGAPORE,FAC MED, DEPT ANAT/SINGAPORE
    0511//SINGAPORE/ (REPRINT)
Journal: ANATOMICAL RECORD, 1997, V248, N2 (JUN), P149-158
ISSN: 0003-276X   Publication date: 19970600
Publisher: WILEY-LISS, DIV JOHN WILEY & SONS INC, 605 THIRD AVE, NEW YORK,
    NY 10158-0012
Language: English   Document Type: ARTICLE   (ABSTRACT AVAILABLE)

...Abstract: death/cell suicide in which genomic DNA
    degradation/fragmentation and variegated dense chromatin aggregates are
    characteristic hallmarks that have never been demonstrated in mitotic
    cells. Perceptions of mutual exclusivity between apoptosis...

...mitosis imply that M-phase cells canno

03485555   Genuine Article#: PH575   No. References: 216
Title: BACTERIAL LIPASES
Author(s): JAEGER KE; RANSAC S; DIJKSTRA BW; COLSON C; VANHEUVEL M; MISSET
    O
Corporate Source: RUHR UNIV BOCHUM,BIOL MIKROORGANISMEN LEHRSTUHL/D-44780
    BOCHUM//GERMANY/; UNIV GRONINGEN,BIOPHYS CHEM LAB/9747 AG
    GRONINGEN//NETHERLANDS/; UNIV CATHOLIQUE LOUVAIN,GENET MICROBIENNE
    LAB/B-1348 LOUVAIN//BELGIUM/; GIST BROCADES,RES & DEV/2600 MA
    DELFT//NETHERLANDS/
Journal: FEMS MICROBIOLOGY REVIEWS, 1994, V15, N1 (SEP), P29-63
ISSN: 0168-6445
Language: ENGLISH   Document Type: REVIEW   (Abstract Available)

...Abstract: at the interface generated by a hydrophobic lipid substrate in
    a hydrophilic aqueous medium. A **characteristic**

01509697   ORDER NO: AADNN-09175
**ORIENTATION, SIZE, AND RELATIVE SIZE INFORMATION IN SEMANTIC AND EPISODIC
MEMORY**
    Author: UTTL, BOB
    Degree: PH.D.
    Year: 1996
    Corporate Source/Institution: THE UNIVERSITY OF BRITISH COLUMBIA
            (CANADA) (2500)
    Source: VOLUME 57/06-B OF DISSERTATION ABSTRACTS INTERNATIONAL.
            PAGE 4050. 238 PAGES
    ISBN: 0-612-09175-9

    ...to identify a common object depends on several factors, especially
pre-existing knowledge and episodic **representations** newly established as
a result of a prior study. My research examined how these factors
contribute to identification of **objects** (both studied and non-studied)
and to performance on explicit memory tests. The overall goal...

17/3,K/9   (Item 2 from file: 35)

01402671 ORDER NO: AADAA-I9511086
A STYLISTIC APPROACH TO LITERATURE: AN EXPLORATION OF STEPHEN CRANE'S THEMES AND ARTISTIC FEATURES
   Author: ZONG, GEORGE GUOHUA
   Degree: ED.D.
   Year: 1994
   Corporate Source/Institution: COLUMBIA UNIVERSITY TEACHERS COLLEGE (0055
)
   Source: VOLUME 55/11-A OF DISSERTATION ABSTRACTS INTERNATIONAL.
            PAGE 3497. 145 PAGES

     As a fuzzy domain between linguistics and literary criticism,
stylistics **represents** a promising area not only because stylistic
analysis involves both fields, but because such an...

...features, with an emphasis on how they are realized stylistically.
Research was carried out to **explain** how various language devices work to
enhance Crane's themes and determinism. Attention was focused on rhetorical
and figurative devices such as irony, paradox, symbol, imagery, oxymoron,
personification , parallelism, juxtaposition, double perspective, and
blurred situation.
     Crane's naturalism and impressionistic technique were also...

...Qualitative and quantitative analyses not only identify and describe
language devices but interpret them and **show** that the

17/3,K/10   (Item 1 from file: 483)

05509889
What the Material Contributes to the Work
Braff, Phyllis
New York Times, Sec LI, p 22, col 1
 Apr 18, 1999
 ISSN: 0362-4331   NEWSPAPER CODE: NY
 DOCUMENT TYPE: Arts/Exhibits Review-Comparative; Newspaper
 LANGUAGE: English   RECORD TYPE: ABSTRACT
 LENGTH: Long (18+ col inches)

ABSTRACT: Using fine choices **representing** four widely respected artists,
this small but thought-provoking exhibition explores the contributions that
handmade...

...of how the behavior of absorbent material feeds the artists' intuitive
decisions. One of the **show** 's **highlights** , Alan Shields's ''Progressoo
Friends With Yo-yo's,'' saves the steps discovered in the...

17/3,K/11   (Item 2 from file: 483)

04859214
A Pocketful Of Guides
Wade, Betsy
New York Times, Sec 5, p 4, col 5
 Jan 4, 1998
 ISSN: 0362-4331   NEWSPAPER CODE: NY
 DOCUMENT TYPE: Feature; Newspaper
 LANGUAGE: English   RECORD TYPE: ABSTRACT
 LENGTH: Long (18+ col inches)

A Pocketful Of Guides

...ABSTRACT: best-looking free booklets published by any state in years.
Its 144 pages, with full- **color** photos, describe 44 local roads chosen by
the state's Board of Transportation to **show** off state history, culture
and scenery. The book **represents** a step in the emphasis many states are
putting on ''heritage tourism,'' the **highlighting** of an area's history
and customs. In North Carolina's Piedmont, one byway, the...

20/3,K/1   (Item 1 from file: 1)
DIALOG(R)File   1:ERIC
(c) format only 2003 The Dialog Corporation. All rts. reserv.

01141728 ERIC NO.: ED467133 CLEARINGHOUSE NO.: UD035187
Connecting Kids to Technology: Challenges and Opportunities. KIDS COUNT
Snapshot.
   Wilhelm, Tony; Carmen, Delia; Reynolds, Megan;
CORP. SOURCE: Annie E. Casey Foundation, Baltimore, MD. (BBB32721)
 .10pp.
   June 2002 (20020600)
NOTES: For the 2000 "KIDS COUNT Data Book," see ED 442 888. **Colored** pages
   may not reproduce well.

   ...those who do not have Internet access. It discusses some implications
of current trends, and **highlights** some efforts to bridge the divide and
provide a level playing field for all children...

   ...other standard software applications, while children from poorer
families were more likely to use the **computer** for **games** . Technical
infrastructure is critical in removing the digital divide, but basic
training is also necessary to remove barriers. **Teacher** training is vital.
States are increasingly trying to ensure that students and **teachers** are
computer literate by mandating computer proficiency, and some states are
developing innovative programs to...

 20/3,K/2   (Item 2 from file: 1)   .
DIALOG(R)File   1:ERIC
(c) format only 2003 The Dialog Corporation. All rts. reserv.

00768379 ERIC NO.: ED334735 CLEARINGHOUSE NO.: EC300481
 Teacher -Recommended Methods and Materials for **Teaching** Penmanship and
Spelling to the Learning Disabled.
   Stein, Regina A.
   97pp.
   June 1990 (19900600)
NOTES: Master of Arts in **Teaching** Thesis, Calvin College.

   A questionnaire sent to 274 Michigan special education **teachers** in
resource rooms and self-contained classrooms were dsigned to identify the
treatment methods and materials used by these **teachers** to **teach**
penmanship and spelling to learning-disabled students. A review of the
literature examines the theoretical background of written expression,
practices being used to **teach** penmanship and spelling, problems of the
learning disabled, and remediation methods and materials used with...

   ...survey recipients, 92 sent useable replies for a response rate of 34%).
Results indicated that **teacher** -preferred methods for penmanship were
tracing, use of the D'Nealian manuscript and cursive styles...

   ...preferred materials included ditto sheets for writing, finger grip
pencils, changeable plastic grips for pencils, **color** **coded** paper, and

colored chalk. **Teacher** -preferred methods for spelling instruction were
language experience and individual spelling, peer tutoring, and
visual-auditory-kinesthetic-tactile techniques. **Teacher** -preferred
materials included workbooks, spelling lists, and **computer** **games** .
Appendices describe the D'Nealian pencil grip, outline the reading and
spelling patterns of children...
...DESCRIPTORS: Education; *Handwriting; Instructional Materials; *Learning
  Disabilities; Remedial Instruction; Resource Room Programs; Special
  Classes; Special Education **Teachers** ; *Spelling Instruction; **Teacher**
  Attitudes; * **Teaching** Methods; Writing Instruction

 20/3,K/3   (Item 1 from file: 483)
DIALOG(R)File 483:Newspaper Abs Daily
(c) 2003 ProQuest Info&Learning. All rts. reserv.

05736717
 Video   Game **Industry Makes Push at Self-Policing**
King, Sharon R
New York Times, Sec C, p 1, col 2
 Oct 12, 1999
 ISSN: 0362-4331   NEWSPAPER CODE: NY
 DOCUMENT TYPE: News; Newspaper
 LANGUAGE: English   RECORD TYPE: ABSTRACT
 LENGTH: Long (18+ col inches)

 Video   Game **Industry Makes Push at Self-Policing**

ABSTRACT: In an attempt to stave off threatened state and Federal
regulation of movies and **video** **games** , the nation's **video** rental
stores and **video** **game** makers, with the cooperation of the motion
picture industry, have joined forces in a push...

...stores as well as chains like Blockbuster and Hollywood Video -- are
beginning to display brightly **colored** posters **highlighting** their
updated Pledge to Parents campaign. Some posters **explain** the voluntary
movie ratings system that has been administered by the Motion Picture
Association of America for the last 30 years. Others **highlight** **video**
game ratings, created in 1994 by the Entertainment Software Rating
Board. In about a month, **video** **game** makers will begin their own push,
which will include ads in national parent and family...

...group. The group also is asking retailers to restrict to people over 17
sales of **video** **games** rated ''mature,'' , or ''adults only'' by the
Entertainment Software Rating Board, Mr. Lowenstein said.

...DESCRIPTORS: **Computer** & **video** **games** ;

 20/3,K/4   (Item 2 from file: 483)
DIALOG(R)File 483:Newspaper Abs Daily
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05734688
Dr. Brain: Action Reaction takes minds on a thrill ride
Reeks, Anne
Houston Chronicle, Sec F, p 3, col 1
 Oct 8, 1999
 ISSN: 1074-7109   NEWSPAPER CODE: HC
 DOCUMENT TYPE: Product Review-Comparative; Newspaper

LANGUAGE: English   RECORD TYPE: ABSTRACT
LENGTH: Long   (18+ col inches)

...ABSTRACT: Players move walls to direct the path of drones, propel balls
to bounce them into **color - coded** portals and otherwise explore and
experiment with floating platforms, levers and assorted elements of scenes
to figure out what's required to reach the next level. Dr. Brain gives
hints , but it's not spelled out.

DESCRIPTORS: **Computer & video   games ;**
?

23/3,K/1   (Item 1 from file: 6)

1049257 NTIS Accession Number: AD-A130 375/9
  IVTS-CEV   (Interactive Video Tape System-Combat Engineer Vehicle) Gunnery Trainer
  (Final rept)
  Nunes, A. N.
  Army Project Manager for Training Devices, Orlando, FL. Technology Management Branch.
  Corp. Source Codes: 071141002; 413785
  Report No.: PMT-ET-0015-A-81
  1 Jul 81   61p
  Languages: English
  Journal Announcement: GRAI8322

  The IVTS project demonstrates the feasibility of applying to military training applications the **video**   **game**   technology developed for and marketed in consumer **video**   **games** . The IVTS/CEV is a conceptual/breadboard-level classroom interactive training system designed to train...

  ...replicating those of the CEV gunner station. The display module contains a standard large-screen **color** video monitor and a video tape **player** . The gunner's sight picture/position, vis a vis the video frame, is controlled by...

  ...control handle movements; sight picture movement rate vs handle movement is modeled on actual equipment **characteristics** . A series of video-recorded targets are presented on the monitor and viewed through the ...

  ...Digital Data Module compares sight aiming point (derived from electrical sight position sensors) and known- **location** of target on the monitor; target **location** data is **coded** on a video tape sound track. The Digital Data Module scores trainee performance and provides...

  ... the effectiveness of this approach. A concept evaluation conducted by the Armor-Engineer Test Board **indicates** that the system fully demonstrated its ability to yield a high degree of knowledge transfer.

  23/3,K/2   (Item 1 from file: 483)

05249471
Dr. Seuss, Blue let children learn through fun activities
Reeks, Anne
Houston Chronicle, Sec G, p 3, col 1
 Oct 9, 1998
 ISSN: 1074-7109   NEWSPAPER CODE: HC
 DOCUMENT TYPE: Product Review-Comparative; Newspaper
 LANGUAGE: English   RECORD TYPE: ABSTRACT

LENGTH: Long (18+ col inches)

...ABSTRACT: Windows/Macintosh CD-ROM. Faithful Horton, the socks-clad
fox and other charming Dr. Seuss **characters** join forces with kids to
help a little lost whatzit named Elma Sue find her...

...the letter on their shells. The fox needs to sort his "soxes" into
boxes by **color** , pattern or size. Pop offers to entertain Elma Sue if
kids will help him finish stories by finding a word (**represented** by a
picture) that rhymes. In her computer monitor debut, the blue-spotted pooch
and...

...Steve, appear much as they do on television - in vivid, homey scenes,
which mix animated **characters** with live-action and chunky, crayola-
colored graphics with photo-realistic props. It's a visually enchanting
domain in which to do...

...zebras. As they master activities, children earn words to put in Blue's
book, each **color** - **coded** to match a certain fill-in- the-blanks page.
The difficulty level of activities adjusts...

DESCRIPTORS: **Computer** & **video** **games**
?